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63 1/3

GO AHEAD PUNK,
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THE CLAY OF THE LAND
AND THE WACKY MOVES AND
TRICKS FOR ALL THE HILAR-
IOUS NEW CHARACTERS IN
CLAY FIGHTER 63 1/3. THIS
MONTH'S REVIEW
DIAGRAMS SPECIAL
MOVES AND MAKES
THEM LOOK LIKE
CHILD'S CLAY, ER
PLAY...DOH!

PG. 10



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HEXEN

Gettier up your spell books and grid your sarns—the dark and magical world of Hexen for the N64. Check out the intricate, puzzle, and maze maps, plus a couple of magical Miswaking Hall, all in part one of our review.

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SPACE STATION: SILICON VALLEY & AERO FIGHTERS ASSAULT

Can the wacky utopian StarGang and Inevitable attack. Ever seen Space Station: Silicon Valley from marketing Nintendo's Wii Project Blue's Aero Fighters clone the slow and defend the earth from Psycho Mew's evil cloning forces? This summer premieres to be hot with an assortment of innovative N64 releases. Make sure you're in the know. Check out these tracking previews.

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TOKYO GAME SHOW

What are the most anticipated games in Japan? Which came first, the virtual chicken or the Terminator? Find out about the latest developments at the 1997 Tokyo Game Show and get the scoop on upcoming Japanese titles like Mario Racing Championship, Gran Turismo, Gauntlet and Ultra Battle Royale.

PG. 74



PLAYER'S PULSE

Summer's here, the sun's out, and it's no time to be holed up indoors playing video games! So haul your TV out to the porch and enjoy your Nintendo games in the sun. And while you're out, write us a letter, too—we'd love to hear how your summer's gone.



Thanks to... **Phil King** • **Philadelphia, PA**
 Great article on Nintendo! I've been reading it for a while now and I'm enjoying it very much.

Snubbed like Streisand

For "Coolest Move of 1996," I think that Mario's Inspire Jump from Super Mario 64 should have been included as a nominee. Also, I think there should have been an award for the "Coolest Accessory of 1996." The nominees could have been the green, blue, black, red and yellow N64 Controller along with the N64 Controller Pak. That's a category I think you should consider putting in the NP Awards for 1997.

Phil King
Annada, MI

With the Rumble Pak coming out very soon, "Coolest Accessory" would definitely make for a top-top category. Thanks for your suggestion, Phil!

Happily Ever Again

My feelings toward the plots of almost every one of Mario's adventures is that they are all so much alike. In Super Mario Bros., Mario and

Luigi must save the princess from Bowser. Then, in Mario Bros. 3, they again had to save the princess after she was taken away by Bowser in Super Mario World, you have Mario and Luigi saving the princess, but by now I think that the Mario Bros should know what's up by now. Lastly, in Mario RPG, the princess is taken away by Bowser—this time right under Mario's nose. In all these examples, except for Mario RPG, the main goal in the game is to save the princess. I really enjoy these games, yet I feel that you should come up with a new idea for the next Mario game.

Sean Brutscher
Westcliffe, PA

Part of the job description for princesses is to be an distress. Sean, just look at the old fairy tales all the way up to Princess Diana needing relief from that Charles guy. We too hope the plots of Mario games will continue to develop and change, but isn't the spirit of the chase the more important part of the game?

Blind Finales

What's up with you guys! Can't you make decent endings for games anymore! I have finished Mario 64, Wave Race 64, Star Wars Shadows of the Empire, Killer Instinct Gold, Mario Kart 64, and PilotWings 64, and I must say that these are some of the worst endings of all time. What kind of an ending is taking a cube (Mario 64!!!) The ending of PilotWings 64 is just cliché!!! Don't get me wrong—the N64 is a gift from above, but you really need to work on the endings for your games! Does anyone else think that the endings are poor, or is it just me? Write in and say what you

think of the Nintendo 64 endings!

Joe Marbin
Arlington Heights, IL

Eating cake sounds like a great way to end a day of adventuring (the NP staff would agree). In fact, so many thousands of readers loved the trading of Super Mario 64, that it won the 1996 Nintendo Power Award for Best Ending.

Koholint Companion

I recently got The Legend of Zelda Link's Awakening for Game Boy. After beating it several times, I grew bored of the same old routine, but I know that all Zelda games have more than meets the eye. So, I started experimenting, and soon I found some "weird things to do while Mann is following you":

1. Dig the ground with your shovel, then watch her reaction.
2. Hit a chicken with your sword.
3. Go into a house and look in the drawers.
4. Go into a house and smash a pot.

5. Try to take her into a dungeon, then watch her reaction. Go in anyway, come out when you have low health or after you have built on the boss.
6. Play your Ocarina for her and see how much she appreciates music.
7. Take her to Chef Bear's house, talk to him, then see his appreciation for you.
8. Jump down the well in Mabe Village.
9. (My personal favorite) Let her play the Trendy Game.

Audrey Derr
York, NE

Mario's not the only one you can converse with your Ocarina. Try playing the *Ballad of the Wind Fish* at the entrance to the *Yima Desert*. The *Watusi* will emerge from the water, and he'll try to sing along in his native tongue! This month's Classified information has even more amazing links for you and Link to perform on Koholint Island!



Thanks to... **Bobby Jacobs** • **Alpharetta, GA**
 I really enjoyed your "Watusi" article and I'm glad you're having fun with it.



Thanks to... **Jeffrey Johnson** • **Alpharetta, GA**
 I really enjoyed your "Watusi" article and I'm glad you're having fun with it.



Power Play magazine • 100th Issue, October

Volume 100

I have some great ideas for the 100th issue. Remember the Password Special in Volume 83? Add it to the 100th issue, but add more codes and tips. Have more contests and Power Play tickets. Give out tip videos: Tips! Passwords! Codes! Free stuff!

Gusnar Wentzel
Benton, NE

I have some ideas for your 100th issue. I think that game footage could be put into the corner of each page, so when you flip the pages the pictures move to show moving game footage. Including an N64 video showing how to beat some parts of the games would be cool, too. I think a story of the making of the Fun

Magazine's 100th Issue
See You There
November 1998



Power Play magazine • 100th Issue, November



Billy Lee • Billy Bronte

Machine would also be really neat.

David Reid
Ontario, Canada

6400 RPG at N64

Maybe with the networking capabilities of the 6400, we can bring video game RPGs closer to pen-and-paper (no limitations) RPGs. We could have Game Masters at Nintendo hosting games with stories that could be changed on-the-fly. If a player decides to explore a cave instead of a well, let him or her do so! Just have the Game Master create a secret passage to the cave, right on the spot.

Greg Wallace
Via the Internet

The Female of the Species

Being a girl, I've always loved playing video games, and I thought I was a rare breed. My older brother subscribed to your magazine when we got our first Nintendo system in the '80s, and I've been hooked ever since. I didn't see many girls in your magazine at first, but I must say I now see many more girls represented in Counselor's Corner and many other parts of the magazine. My fave game now is Ultimate Mortal Kombat, and I like N64: Saito, Jade and Rain, because they have killer combos. I've even got my brother going through the catalog! I like the way you keep all of those NK codes coming in



Chris Stone • Christmas Tree



John Island • Bowser's Storm, Atlanta

every issue, and despite all of that N64 coverage, you never forget about us Y!Y guys for whom I say go! out there who own the Super NES.

Melinda Webster
Amertown, NJ

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POWER CHARTS

Just a stellar month for powerhouses—debut Blast Corps, Doom 64 and Star Fox 64 explode into the N64 Top 10, leaving Mortal Kombat Trilogy, Killer Instinct Gold and Wings: Crusty's 3-D Hockey in a pile of rubble. Meanwhile, The Last Vikings II stumbles in to find a new home in the Super NES charts.

NINTENDO 64 TOP 10



Tank finally breaks into the N64 Top 100 to overtake Star Wars: Shadows of the Empire. It looks like bounty hunters are no match for the Decade Hunter!



RANK	GAME	COMPANY	LAST WEEK	WEEKS ON CHART
1	MARIO KART 64	NINTENDO	1	6
2	SUPER MARIO 64	NINTENDO	2	9
3	TURKOK: DINOSAUR HUNTER STAR WARS	ACCLAIM	4	9
4	SHADOWS OF THE EMPIRE	NINTENDO	3	9
5	BLAST CORPS	NINTENDO	—	1
6	WAVE RACE 64	NINTENDO	5	9
7	DOOM 64	MIDWAY	—	1
8	CRON'S N USA	NINTENDO	6	6
9	STAR FOX 64	NINTENDO	—	1
10	PILOTWINGS 64	NINTENDO	8	9

SUPER NES TOP 10



Zelda and Link 3 save places this month, but the big news is the arrival of those bombing Vikings. They've lost their way again, but routers and pros have found a place for them in the Power Charts.



1	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	2	64
2	DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE!	NINTENDO	1	8
3	SUPER MARIO RPG	NINTENDO	3	14
4	FINAL FANTASY III	SQUARE	7	30
5	CRONO TRIGGER	SQUARE	5	23
6	DONKEY KONG COUNTRY 2: DIKIE KONG'S DOUBLE	NINTENDO	6	20
7	SUPER MARIO KART	NINTENDO	4	50
8	DONKEY KONG COUNTRY	NINTENDO	10	32
9	SUPER METROID	NINTENDO	—	26
10	THE LOST VIKINGS II	INTERPLAY	—	1

GAME BOY TOP 5



Three out of four ain't bad. The Legend of Zelda pulls triple duty this month to not only be numero uno in the Game Boy charts, but to be the top game in both the Super NES and Most Wanted charts, too.



1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	50
2	DONKEY KONG LAND 2	NINTENDO	2	10
3	METROID II: RETURN OF SAMUS	NINTENDO	3	66
4	DONKEY KONG LAND	NINTENDO	—	29
5	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	—	55

1. 64 DD (N64)
2. LEGEND OF ZELDA 64 (N64)
3. TURKOK: DINOSAUR HUNTER (N64)
4. NINTENDO 64
5. YOSHI'S ISLAND 64 (N64)
6. MARIO KART 64 (N64)
7. STAR FOX 64 (N64)
8. DOOM 64 (N64)
9. BLAST CORPS (N64)
10. EARTHBOND 64 (N64)

MOST WANTED

LETTERS, CONTINUED...

The Joke's on Us

What's up with your April issue? Was your editor asleep or something? In the Inside Update, you published that Jan Osborne and Magic: The Gathering would be coming out tentatively in 1988. Yes, that's right: 1988. Is this another one of your April Fool's jokes, or is it a typo?

Kyle Simpson
Via the Internet

It's no joke. Kyle and many other alert readers caught our time-worn typo. As much as we love the '80s (breakdancing, Knight Rider and the NES), we want to tell you that the two games are tentatively scheduled to come out in 1998. We also slipped back in time for the Inside Update in Volume 96: the EA games featured in "It's in the Game" will be released in 1998, not 1988.

Why's My N64 Glowing?

This is a stupid question, but I'll ask it anyway. My computer is in my office and my N64 is in the room next to it. The radiation from my computer (radiation emits from everyone's computer) would have to go through two walls and a lot of open space before it reached my N64. Could the radiation affect gameplay, graphics or sound, or make the games run slower? Sorry, but I am a very worried person.

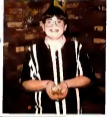
Austin Gutberler
Via the Internet

Assuming your computer isn't made out of plutonium and you're not living on Three-mile Island during a nuclear winter, you have absolutely nothing to worry about. However, if our assumptions are incorrect, you should be worrying about bigger things than your N64.

All that Glitters

Mike Henderson of Kelsoe, Oregon went for the gold and got it! The 13-year-old Grand Prize Winner of Volume 99's *Player's Poll Contest* not only won 100 gold coins, but just like in Super Mario 64, he also earned himself a star. Mike's star shines somewhere near the Big Dipper and he named it M146N "because it sounded cool." When he's not stargazing or building his new coin collector, Mike plays Super Mario 64 on his N64, which he also scored in our contest. So even if Mike slides off Tall, Tall Mountains, he'll always have 100 gold coins and a star of his very own.

Show us the galaxy! Mike Henderson floats ahead of all American Eagle gold coins!



Daps! We Goated!

In Volume 95, we ran an article called "Maps to Mayhem" covering Doom for the Super NES. Maps to mayhem, indeed! Some of

the maps featured incorrect starting positions. If you'd like to receive copies of the correct maps, please write to *Player's Pulse*.

Game Boy Pocket Hide and Seek Tally

Come out, come out wherever you are! In April, we challenged you to find all the Game Boy Pockets we had hidden throughout Volume 95. Keep a lookout for the winners whom we'll be revealing next month, and, in the meantime, see if you found all 31 Game Boy Pockets that were hiding in these pages: 6, 7, 8, 9, 20, 26, 43, 48, 56, 58, 72 (5 Game Boy Pockets), 73 (7 Game Boy Pockets), 75, 78, 87, 95, 97 (3 Game Boy Pockets), 101, and 106.



WRITE AWAY RIGHT AWAY!

Every month, you have a shot at scoring swifft prizes in our *Player's Poll Contest*. This month's featured winner won 100 gold coins and got to name a star. What's your fantasy prize? Write to us at:

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Never miss an event, release and upcoming game for all Nintendo systems. Call for help on Super Mario 64, Ring King, Super Smash Bros., Star Wars: Galactic Battle, Star Wars: Shadows of the Empire, Pinball Wars 64 and Mario Kart: Double Dash for the Nintendo 64. There's also help for any Super Mario games for the Super NES and NES, Super Mario Land for the Game Boy, any Zelda game, Doctor King Country 3, and 3, EarthBound. Release of Game, Luigi's Super Mario Bros. 2, Super Mario Bros. 2, Super Mario Bros. 3, Super Mario Bros. 4, Super Mario Bros. 5, Super Mario Bros. 6, Super Mario Bros. 7, Super Mario Bros. 8, Super Mario Bros. 9, Super Mario Bros. 10, Super Mario Bros. 11, Super Mario Bros. 12, Super Mario Bros. 13, Super Mario Bros. 14, Super Mario Bros. 15, Super Mario Bros. 16, Super Mario Bros. 17, Super Mario Bros. 18, Super Mario Bros. 19, Super Mario Bros. 20, Super Mario Bros. 21, Super Mario Bros. 22, Super Mario Bros. 23, Super Mario Bros. 24, Super Mario Bros. 25, Super Mario Bros. 26, Super Mario Bros. 27, Super Mario Bros. 28, Super Mario Bros. 29, Super Mario Bros. 30, Super Mario Bros. 31, Super Mario Bros. 32, Super Mario Bros. 33, Super Mario Bros. 34, Super Mario Bros. 35, Super Mario Bros. 36, Super Mario Bros. 37, Super Mario Bros. 38, Super Mario Bros. 39, Super Mario Bros. 40, Super Mario Bros. 41, Super Mario Bros. 42, Super Mario Bros. 43, Super Mario Bros. 44, Super Mario Bros. 45, Super Mario Bros. 46, Super Mario Bros. 47, Super Mario Bros. 48, Super Mario Bros. 49, Super Mario Bros. 50, Super Mario Bros. 51, Super Mario Bros. 52, Super Mario Bros. 53, Super Mario Bros. 54, Super Mario Bros. 55, Super Mario Bros. 56, Super Mario Bros. 57, Super Mario Bros. 58, Super Mario Bros. 59, Super Mario Bros. 60, Super Mario Bros. 61, Super Mario Bros. 62, Super Mario Bros. 63, Super Mario Bros. 64, Super Mario Bros. 65, Super Mario Bros. 66, Super Mario Bros. 67, Super Mario Bros. 68, Super Mario Bros. 69, Super Mario Bros. 70, Super Mario Bros. 71, Super Mario Bros. 72, Super Mario Bros. 73, Super Mario Bros. 74, Super Mario Bros. 75, Super Mario Bros. 76, Super Mario Bros. 77, Super Mario Bros. 78, Super Mario Bros. 79, Super Mario Bros. 80, Super Mario Bros. 81, Super Mario Bros. 82, Super Mario Bros. 83, Super Mario Bros. 84, Super Mario Bros. 85, Super Mario Bros. 86, Super Mario Bros. 87, Super Mario Bros. 88, Super Mario Bros. 89, Super Mario Bros. 90, Super Mario Bros. 91, Super Mario Bros. 92, Super Mario Bros. 93, Super Mario Bros. 94, Super Mario Bros. 95, Super Mario Bros. 96, Super Mario Bros. 97, Super Mario Bros. 98, Super Mario Bros. 99, Super Mario Bros. 100.

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CLAY FIGHTER™ 63! 3

Are you ready for huge 3-D fighting arenas and more moves than you'd see in a Jackie Chan movie? Are you ready for nose tweaking, chop sticking, and goats? Are you ready for Interplay's Clay Fighter 63! for the N64? These puffy pugilists would sooner sting a dude-en at you than fight like a man. So ask yourself, are you ready for this sort of abuse?



KILN'S REVENGE

You wouldn't think a guy made of clay could get so bent about being run out of Mudville. Almost anywhere else would seem like paradise, right? But the twisted Dr. Henrick Kiln wants revenge, which as everyone knows is a dish best served cold...and in a clay pot. So while Dr. Kiln works feverishly in his lab on Klaymasdo Island, the forces of good and evil clay battle each other outside. Will the entire world be turned to clay, or will Kiln break the mold? Only you can save the day.



THE CLAYGROUNDS

Most fighting games feature one home stage for each character. You move left, you move right, maybe you can move in a circle, but the background never changes. No hum. To follow the tradition of such single-site matches, the Clay Fighter team built over 33 levels in CF 63%. Each level is divided into several stages. During a bout, fighters

can bust through from one stage to another by slamming their opponents into breakthrough points. The maps on the following pages show some of the breakthrough points, but many more are waiting to be found. Consider it a challenge.

UNFINISHED BUSINESS

When we started this article, we thought that CF 63% would be finished in time for a complete review. It isn't, and we're just sick about it, but it's not going to stop us from covering the game anyway. We like it. And we really like the giant stone toilet, not to mention the post. So you're going to hear all about Clay Fighter 63%, about the characters and their special moves, about the breakthrough areas and just about anything else we can think of, then we'll update you in a later issue on any changes. That okay with you? You want to fight about it? Come on, make our clay. By the way, Clay Day is set for July 15th.



Hurling Chunks

Clay Fighter 63% may move you to tears or laughter, but if you want to hurl your chunky buddies across the screen, you'll need to follow the key to the special moves below. These moves are final, but some of the other high-end moves such as Crystalites and Super

Specials weren't finished for this review.

P Punch

K Kick

→ Forward

← Back

↑ Up

↓ Down

⚡ Down ◦ Back

⚡ Down ◦ Forward

⚡ Up ◦ Back

⚡ Up ◦ Forward

THE CLAY'S THE THING

Your ultimate goal in *CF 63%* is to match Dr. Kinn and flatten him. Simple. Ha. The battle begins when you fly into Klaymodo Island to one of the more than 30 levels. If you win, you'll fly back out to view the island, then zoom into the next match. Opponents are determined by what you did in the previous match. For instance, if you break through to the Dark Mansion during a fight, Klaybod Clay will be your next foe. To play a Vs. match, just plug in a second controller and you'll be going head-to-head.

Option This

Clay Fighter 63% is loaded with options to make life either sweet or miserable for players. Of course, some of the options are just for fun, like selecting the size of chunks that fly off the fighters. Of the useful options, there's a practice mode, music and SFX options, and Rumble Pak and controller configuration options. Game speeds include Normal, Whoa, and Are You Nuts? Difficulty levels include Cookie, Normal, Whoa Dude, and Psycho. You can switch off the time limit, hit bars and other graphics features, as well.



THE CLAY OF THE LAND

Maps for a fighting game? Only Clay Fighter 63% covers enough geography to warrant the inclusion of maps in a tournament fighting review. We've included some of the breakthrough points on the maps, but you'll find many more as you fight and explore Klaymodo Island. Each level is subdivided into smaller stages where the fighting actually occurs. Each time you begin a match, you may find yourself in a different stage with different breakthrough possibilities.

Make the Break

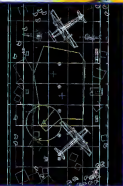
Breakthroughs occur when you force an opponent through a wall or floor into another fighting stage. Position is important, as is the type of hit you use. A fighter must be hit or thrown back into a specified hot spot, indicated here by circles on the maps. If you're parallel to the hot spot, you might not be able to breakthrough. Since the game isn't 100% at this time, we can't show all the breakthrough points, but the final game should have up to 70!



Camp Liberty

Lady Liberty and T-10ppy patrol Klaymode Island's airfield at Camp Liberty. The camp contains a large hangar area with old planes, several military trucks and bits of scattered cargo. The mapped breakthrough

here sits at the corner of the runway near the two trucks. All fighting stages in CF 63 1/2 have invisible boundaries. Generally, the boundaries conform to the open areas of the stage, but in some cases, parts of the open areas may be off limits, as well.



Some of the maps shown here show stages in wire frame while others show fully textured stages. The wire frame stages won't look like this in the final game, as you can see in the screen shots beside them.

Dark Mansion

The perfect roost for Ickybud Clay, the Dark Mansion has both exterior and interior battle stages. In some matches, you'll begin outside, while in other

matches the fight starts out in one of the interior rooms. Here, you'll find a cemetery outside and a strange room inside that stretches upward. The beginning stage is always chosen at random by the game, so no two matches will play out exactly the same.



Although creeps like Hourigan, High Five and Ickybud Clay might seem to have the advantage in the Dark Mansion, none of the fighters has an actual advantage in any of the settings.

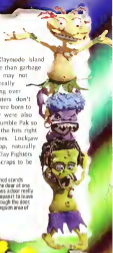


Rubbage Reef



The trash heaps of Klaymedo Island are no more attractive than garbage dumps anywhere. It may not seem as if there's really anything worth fighting over here, but Clay Fighters don't need excuses. They were born to scumble. In fact, they were also designed to use the Rumble Pak so that players will feel the hits right down to their bones. Lockjaw Pooch and Hobo Cop, naturally enough, are the two Clay Fighters who brawl over the scraps to be found here.

The breakthrough is the shed stands right out in the open, like the clear air on the other side of the shed. Sometimes a door really is a door, even if you can't open it. It leaves the room! If you break through the door, you'll find yourself in the lagoon area of the junk yard.



The Lagoon

Welcome to the garden spot of Klaymedo Island. Rubbage Reef offers kiddy diving and spectacular views of erupting toilets. The two main stages of Rubbage Reef are the tool shed and the lagoon. Hobo Cop and Lockjaw Pooch call this putrid paradise home and have been feuding over it ever since Dr. Kinn came to the island. No one knows why. If you knock one of the fighters into the lagoon, you'll find that you can fight in an underwater stage. You can fight on the bridge, on the shore, or inside the shed, as well.



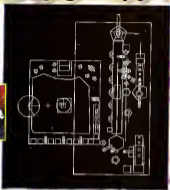
Want to go for a dip in the lagoon? Although the water looks toxic, clay fighters can take a lot of environmental abuse. Use a smashing, devious attack move such as Bob Mc Frazzy's Frothy Spud to propel an enemy clown through a hole in the ground just like the one in the middle of the lagoon bridge.

The Candy Factory

The Candy Factory may be sweet enough to mask the stench of dirty fighters such as Lockjaw Pooch, but the bright wrappings can't hide all the breakthrough points that are hidden here. Many of the "home" levels in CF 63 7/8 are being fought over by two characters: Sumo Sartz and Frosty. For instance, each want the North Pole. But it seems that only Yaffy wants the Candy Factory. Maybe it's not so sweet after all. Only one breakthrough is shown here, but every level will have as many as four.



The breakthrough to the left of the big square room in the candy factory takes you into a T-shaped toy warehouse with wrapped presents, stuffed bears and teddy wagons.



The Men's Room

Now it's back to the Basics as we drop in, uninvited, on the Men's Room, where Hobo Cop and Boogerman prefer to battle with belts and cape. Yes, you may be flushed with success from your previous victories, but here you might well be flushed into a humiliating defeat, not to mention into the sewer. The pool in the middle of the giant, castle-like bowl is a breakthrough area that you should explore only if you have a wet suit and a huge can of aerosol handy. That neither of these items is available might suggest to you an alternative course of action.



Note the pill handle on the left side of the toilet. Gee, what could that be for? You'll have a chance to try it out if you knock someone into the bowl.



HAVE SOME CHARACTER

As fun as it is to move from one setting to another, Clay Fighters 63½ is really about the fighters. Just as in the three Super NES versions of Clay Fighter, the characters steal the show. Every move has some outrageous animation, making CF 63½ entertaining for players no matter how skilled they are. In addition to the stylized characters covered here, expect to find lots of clay celebrities including a famous animal and a clay TV star who suffered much at the hand of...well, a hand. The special moves shown here are just the beginning.



Bad Mr. Frosty

Once known as a cold-hearted curmudgeon, Frosty has changed his tune. After a stint as a lounge singer in Vegas, he got a job flying for Clay Fighter Air. Now he's watching out for Sarno Sarno, who wants control of the North Pole. As one of the good guys in CF 63½, Frosty's goal is to stop Klr, but how can he approach the center of Klr's volcanic lair without melting?

Frosty Splash

Frosty leaps into the air and does a belly flop on his opponent in the always thrilling Frosty Splash. Use this move to knock enemies through floor break-through.



Ice Pick

Frosty has a sniftle and a stalf for bad clay mates when he uses the feared Ice Pick. Any Punch will do the pick task, but a Heavy Punch gives you more pick power per punch.



Big Snowball Throw

Frosty strikes from afar when he hurls the massive snowballs at his foes. Push Backward four times, then press a Punch Button. You should be at least half a screen away. If you push Backward three times, you can blow out a Frosty Breath.



Ice Skate Dash

You're on a slippery slope when you face Frosty with the Ice Skate Dash. A half circle on the control pad followed by a punch sends the character forward. His momentum carries him only about two body-weights, so don't activate the move from far away. Some moves, such as the Splash, can carry Frosty much farther.



The Blob

The Blob returns from previous Clay Fighter enclosures on the Super NES, and he's just as green as ever. The Blob fights by taking on the shape of various things that can be useful for hitting, such as anvils and clubs. No one knows which side the Blob fights for, and few have the courage to ask.

Buzz Saw

Use the Buzz Saw move with the Heavy Punch for the greatest cutting strength and distance. With a Weak Punch, the Buzz Saw moves only a short distance.



Lunge Punch

The Blob shapes up to be quite the boxer with this move. Again, use the Heavy Punch if you want the Blob to lunge forward over a distance and inflict two hits rather than one.



Blob Raid

The Blob goes airborne with this risky attack. Use a Backward Half Circle and any Kick to launch the air move. Blob will turn into a plane and dive face first for corner of the screen straight into the enemy.

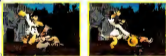


Kung Pow

This one-time cooking show host now chops, dices and beats bad clay fighters into clay-dough in the name of justice and better ratings. His five star Kung-Fu skills may be impressive, but you should try his Kung-Pow chicken.

Hop Attack

For best results on the Hop Attack, Kung Pow should be only slightly further than arm's length from his enemy.



Chop Suey

KP uses his amazing kicking skills to deliver this hit and spicy dish. Use the Heavy Kick for a real pow hit—it's a meal that keeps on going.



Foo Young Flurry

For dessert, perhaps you would care for a Foo Young Flurry. Tap the Heavy Punch Button as fast as you can. Keep tapping it for repeated servings of Foo.

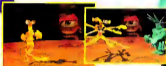


Lately, Taffy has been stretching his horizons and turning into quite a sweet fellow. Along with Frosty, Taffy has turned over a new leaf and taken up the cause of goodness. So it is that he seeks his former circus colleague, Bonker, in the hope that he can prevent the mad clown from destroying Kluymodo Island.

Taffy

Taffy Twist

Taffy soon gets really worked up with this move. When he lets himself go, his arms and legs fly out and slap the unsuspecting opponent.



Taffy Slingshot

Taffy launches itself into a slingshot and shoots himself toward his opponent. The move requires a smooth motion from Forward to Backward to Forward again. Use any Punch Button.



Gum Throw

Each Kick Button gives Taffy a different angle on the Gum Throw. For short distances and a low throw, use the Weak Kick. The Heavy Kick sends the gum ball a long way.



Jelly Roll

This low roll can knock enemies off their feet. Use the Heavy Punch for the longest roll and greatest impact. The Weak Punch carries Taffy for only a single roll.



Ickybod Clay

Once known as the Pumpkin Knight, Ickybod has since received a court order preventing him from using the nickname. Now he's really miffed. All right, he haunts the island of Kluymodo, hoping to prove to himself that he is still the scariest of them all. He is neither good nor bad, just frightening. He has limited special moves, but they are strong.

Hop Attack

Any Punch Button works to activate Icky's Hop Attack, and there is no difference in the range of the attack with different punches.



Bonker

Merry-Go-Round

For great height and distance, use the Heavy Kick to shove the Merry-Go-Round. You'll spin it to your foe from several steps away. It's a risk, they won't zoom large.

Hop Attack

Bonker pulls out a huge mortar and dumps into it, then punching the pop-out of the mortar to deliver the Blow Use the Heavy Punch to deliver the best punch line.



Houngan

Surfin' Voodoo

Houngan leaps aboard the Voodoo Surfboard and slams into the nearest clay opponent. The Heavy Kick gives you a good, but not unlimited, range.

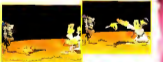
Chicken Attack

Houngan's rubber chicken is actually a "comb" rubber chicken. If you activate it, the bird returns to life and flutters forward to peck your foe. All Punches work equally well.

Graveyard Shift

This overall the most attack causes numerous zombie hives to reach from the ground and tackle your opponent senseless. The kicking-sometimes larger if you activate the Graveyard Shift using the Heavy Punch. Don't fear for won't be laughing for long if you keep up the subtle attack.

Houngan, a native of Klaymodo, performs the rite of black magic to snare people, but he hasn't yet caught the Zappas. Yow Yow Boys. Above all else, he wants to turn the three misfits into zombies because they keep sending their infernal goat to butt him.



Lady Liberty

Torchucks of freedom

Lady Liberty wields her Torch like a pair of machetes. The move is most effective at close range. Use the Medium or Heavy Punch to activate it.

Liberty torch

The torch of freedom turns into a blow torch of sorts when Liberty welds out her welding mask and ignites the flame. As twisted with the Heavy Punch, the torch burns better.

Fate has dealt a cruel blow to the once-proud symbol of America's liberty. The great statue has been mutated into clay and shrunk as a result of one of Dr. Kinn's experiments gone wrong. She'll stop at nothing to bring the rogue genius to justice.



Boogerman

Hop Attack

Boogerman's Hop Attack should be used at short range. He leaps gracefully into the air, then deliberately delivers a shock of static electricity from the tips of his polishes.

The master of mucus has come to the aid of the good clay heroes, using his natural goodness to great advantage by glowing and burning his way to glory. He has the grace of the Tick, the hair of Superman and the smell of a dead trout.



T-Hoppy

Hoppy Stomp

Hoppy's stomp takes three forms: The short-range Weak Kick Stomp, the mid-range Medium Kick Stomp, and the incredible, airborne Heavy Kick Stomp.

Hoppy Kick

Hoppy jumps up and back ward while firing his bionic face downward at an angle. Use the Heavy Kick to get the most height and distance on this move.

The Kinn System's T-Hoppy Model 101 Cybernetic Rabbit Organism may have been built by Kinn, but the mechanized rabbit has turned against his creator and is now dedicated to the downfall of Kinn.



Hobo Cop

Hopedo

The Hopedo is one of the easiest and coolest moves in the game. Use the Heavy Punch to keep Hobo Cop spinning in the air for the longest time.

Ho Butt

Hobo takes a hard-headed approach to law enforcement with this move. Keeping his feet on the ground, he lowers his head and rams his enemies.

Lid Throw

Using his trusty garbage can lid as a flying disc, Hobo hurls the lid at his foes while continuing to wobble at a great and relatively safe distance.

Hobo Cop spent too many years on the force trying to forget the horrors of his job. Now he's a staggering, swaying embarrassment to the badge. But even the lowest clay fighter has his dreams and his pride. Can Hobo Cop rise to the occasion and help Frosty bring Kiln to justice?



Dr. Kiln

Propeller Push

Stand close to your opponent and perform the move as indicated with any Kick button. A propeller will appear on top of the evil doctor's weapon hand and fly into your opponent. That's got to hurt, even if you're made of clay.

Glasses of Heat

Kiln rips off his specs, holds them up to the light, and the magnifying power of the lenses causes a laser-like ray to zap your opponent. And all in less than an hour.

Deep in his secret lab inside the volcano on Klaymore, Kiln hatches his most diabolical scheme ever: Using the dreaded "Mutagen," he plans to turn all the inhabitants in the entire world into clay automatons to do his bidding. You'll have to fight all the others to reach him.



Hexen has been called a 'medieval Doom,' but expanded game play features and

multi-player capabilities make it a very different (and bloody good) beast, indeed!

CLASS ACT

The Doom, Hexen retains the first-person perspective and first-person action of its predecessor, but adds well-seasoned bits of adventure, RPG, and even tournament fight-style features. Like level 1 Doom, Hexen has its bubbling game play children, but contrary to player assumption, to choose a character from three different classes (Fighter, Cleric, and Mage), a lit classic RPG game. Each character has his own strengths and weaknesses, and each demands a different style of play.

Baratus



Fighter

Parias



Cleric

Daedolon



Mage

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PUZZLES & PERIL

Through the enigmatic light is no hard-to-close combat, MIBen is also a solid adventure game. Players will use traps and bombs to hack their way through dangerous Caddies and other appropriately dreary settings. The large stages are wide open for you to explore at your leisure (once you dispatch the hordes of dastardly monsters, that is), and you will often move back and forth between several areas to solve puzzles. The most innocent-seeming action can sometimes have dire consequences, but you can always save your game with a Controller Pak before you attempt any risky business, even if you don't have a Controller Pak, there are unlimited continues.

GEAR UP

Each character can use one or two weapons and magic spells, but all armor and artifacts can be used by any character. Some artifacts, like the Life-restoring Vial and Flask, are fairly common. Rare and more precious artifacts include the Icon of the Defender, which bestows temporary invulnerability and the Tank Servant, which creates a giant Moolahar bodyguard that attacks enemies for 30 seconds.



The Wings of Warth give you the ability to fly for short periods. Once you advance to a new level, the Wings will disappear.



The armor-bearing head of the Horn power-up and Moolahar bodyguard are found in the cooperative play mode only.



The Boots of Speed temporarily add extra clip to your stride. They are especially helpful in the powerful but picky Mag.

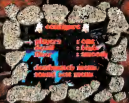
- The Perkelator -

The Perkelator will transform most minor monsters and any player-controlled characters into pigs, which is especially entertaining in the multi-player Deathmatch (more on that in just a bit). The effect is temporary, but a Perkelated player's chances for survival are very slim!



GAME MODES

If this game may be asking yourself what makes Heaven special, while it does have an interesting mix of features, you're probably thinking that there's very little to set it apart from Dantes 64 or even back Diabolus Heaven in one word: multi-player. Besides the standard one-player mode, Heaven also allows up to four players to participate in the main adventure game via a split screen. There's even a Deathmatch mode that pits two to four players against each other in a continuous melee across several arenas.



One-Player

This mode lets you face the perils of Heaven alone. To succeed or fail on your own. The weapons and magic spells you'll find will differ according to the character you choose, making for very different gaming experiences. Any character has one set of armor, but since Heaven has health, the health will differ according to your class. Individual pieces of armor will wear out as you take damage, so gather up as much as you can as you go along.



Cooperative

Using a split screen, this mode allows up to four players to participate in the adventure, giving you a much better chance for success. (Considering individual screen size and the speed of the graphics, the two-player cooperative mode is the best of the lot.) Be careful when you swing that sword or fling that lightning, though, because you're not invulnerable to each other's attacks. If it's a fight you want, try the Deathmatch instead.



Player One takes the top half of the screen, while Player Two takes the bottom half. Watching your partner's half can contribute to the feeling, as if you're in your own.

Teamwork

It's impossible to be a one-player game, but you can be a two-player game. If you want to see if Heaven is an environment of mass attack, you'll want to try a two-player game. If you're looking for a good two-player team-up, try out the Paros and Exorion or Paros and Goubaire. Try to catch more powerful enemies in a crossfire to defeat them more quickly or, if you're successful, put your backs together and take them on in sweeping arcs to avoid getting caught.

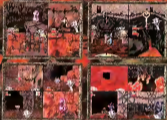


Deathmatch

The Deathmatch mode arrives among Net games, allowing two to four players (and a few story missions, if you wish) to go head-to-head in first-person combat. It's a deathmatch free for all where there are no established fire lines or rounds unless you want them. Once a player is defeated, he or she need only press a button to return to the arena. In the meantime, the computer keeps a tally of wins and losses.

Use It Or Lose It

Artifacts, armor and weapons of all kinds are strewn about the arena, and yours is limited only by your character class and your imagination. Some warriors prefer rapid-fire weapons that, while less powerful, allow them to keep opponents off balance and often blinded by flashes and explosions of energy. Powerful weapons tend to be slower, but if your aim is true, you're guaranteed a quicker win.



The best of the Defender, the Protector, the Wings of Wrath and the Disc of Rapunzel are all Deathmatch great.

Even the strongest are difficult to avoid, and even if you're not being hurt much, it's hard to retake while you're being hit.

Deathmatch Dance

Many battle strategies that work in the main game also work in the Deathmatch. Try to use any available cover and use the Strafe technique to fire and duck behind obstacles. You can also run around your opponent in a circle, making it tough for him or her to get a bead on you. If you have a Deathmatch partner, use the cross-fire tactic again, perhaps with one of you firing from above. Watch where your opponent goes to reload and reload, and cover the teleporters to thwart any escape attempts.



Teleporters

The Deathmatch arenas are exactly the same as the levels in the main adventure game, complete with teleporters that transport you between two locations or advance you to the next level. If one warrior teleports to the next level, all the warriors will be transported as well, and the win/loss tally will reset back to zero.



WINNOWING HALL

Here's a slash-by-slash guide to hacking your way through the first level on the "Warrior" difficulty setting. Hyatt



1 At the end of the courtyard is the Winnowing Hall courtyard, two-headed Etnas will be on you before you can even draw a breath. Stay out of range of their attacks and make your way.



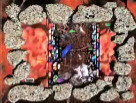
2 Smash the nearby pot and windows for loot and then proceed to point 2. Move toward the courtyard at the end of the hallway to the next arena. Fight and defeat these thugs the steps and stay out of their attack range.



3 Smash with any ice artifacts. (The first is to the left of the entrance.) Then a death trap. Stay out of the area. If you're stuck, that's what we're using Paria. He and Dandelion start off slow compared to Banates (his hits per second versus them), but they're more versatile later on.



- 4 Search the right-hand window in the west alcove to uncover a hidden staircase. Follow it down and defeat any battas lying in wait. Pull the chain to open the next series of doors. Run up the stairs and press B to open the last door. As you continue into the room, the walls will slide open to reveal more Elin guards.



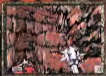
- 5 Get any artifacts and then pull the chain to reveal the Emerald Key. Once you collect the key, the exit doors will start opening and closing in sequence. When the lower door opens, make a run for it. If the outer door closes in your face, Nightfall it back into the room or you'll be crushed!



- 6 Make your way out to point 6 on the map. Now Elin guards will be teleporting in ones time in time, so watch your back. The Emerald Key will enable you to unlock the door at point 6. Clear the room of gogots and then press the crescent-shaped button to open a hidden door hiding you.



- 7 Climb up the stairs and head to the end of the rampart. A small pillar will pop up. Press Down on the Control Pad to look down and press B to activate the crescent button. Now head back toward the stairs, but before you go down, jump up on the wall to the right. Go around the corner to find a Platinum Helios.



Arwen will jump from automatically. The Platinum Helios is not very scary, but it's all you'll have for now.

8 Go back downstairs. The door to the next courtyard will be open. You'll run into a Guard and see how creepy the wizard Ad-B. Sit under the lip of the roof to avoid the Ad-B's fireballs, a feat made all the easier with Staff 10. You don't need to look up to hit the Ad-B. As long as you're in range and facing the right direction, you'll hit it.

9 The door to the tower will be locked, so head down the barrel on the west side of the courtyard. Collecting the Silver Key will activate another door nearby. Watch the pattern of the doors before you try to hit it. If you have a Controller on, this could probably be a good spot to save your game.



The Ad-B's fireballs can be devastating, so stay just below the eaves. Use the Staff 10 to dodge and then shoot it to attack.



10 Walk back out to the courtyard. Unlock the door to the tower and walk up the stairs. Bevel carefully near the top, since a long fall can knock quite a few points off of your health meter. Hit the bell with your hat or your weapon to start a night. Move back to your post in the main building.



11 Ringing the bell activates the teleporter at the center of the main hall. Hop into the flames to be transported to a newly opened alcove at point 11 on the map. You'll see a shimmering red door nearby. This is the teleporter that will transport you to the next level, and you'll have a guard on hand. The level is guarded by six stray artifacts you've left behind in your headlong into the next area.



Hop on top of the flame to activate the portal, then run down back Street to pick up last.



THE ROAD AHEAD

The Winning Wind is a set of the beginning of your dark and deadly adventure. From here, Heaven continues through five more main levels and several secret sub-levels, each more mind-bending and harrowing than the last. Many more weapons, spells and artifacts will come into play as time goes on, and your enemies will only become more powerful, intelligent and vicious. Explore and try everything, but be careful!

Seven Portals

The next level is known as the Seven Portals, and you'll most likely find your first weapon upgrade in the main courtyard. You haven't had to worry about collecting Mana that far, but second-tier weapons are several points of Mana to supercharge each swing of shot.



The Heresiarch's Seminary

The Winning Wind is the only main level that comprises a single maze. The Seminary is made up of six mazes, each far larger than that of the first. Combat will now be tougher, as will the puzzles. Rely on tactics rather than lots of Mana and artifacts to defeat your enemies. Save powerful artifacts for the "bosses" you'll be encountering. In this level, find, replace fire gems, and then explore the chapels to light up nine wall panels.



The Road Goes Ever On...

We've given you the basic knowledge you'll need to begin your explorations of the world of Heaven, but you'll have to delve into the darkling depths for yourself. We'll be back next month with more news and tips!



CLASSIFIED INFORMATION

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MEMBER IDENTIFICATION #



More Cheat Passwords

Turok: Dinosaur Hunter is back in the lead-off spot this month with three more prehistoric passwords that will grant you infinite lives, all weapons, and unlimited ammunition. Remember that you must type in these passwords using the Enter Cheat option and then use the Cheat Menu option to turn the cheats on and off. These cheats won't help you find all those bloody Mystic Keys, but at least you won't get as bloody while you look for them!

Infinite Lives

To ensure that you'll reach the end of this adventure one less or another enter this password: **INTHSDTHTLRLSKC**. Now if you only knew where all the weapons were...



All Weapons

Enter **CMSTZMMG8TS** as your password to gain access to all the weapons. It just wouldn't be a party if you didn't bring the inside launcher!



Infinite Ammo

It's the gift that keeps on giving. Enter **8LTS88FMD** as your password for unlimited ammo. Here, nopic, nopic!



Where the Cocodemons Roam

The last couple of issues of NP have featured mounds maps and strategies for this year's preeminent platform shoot-'em-up, Doom 64. If that still wasn't enough to keep you from becoming a smear on the floor of the Phobos station, here are the passwords to the first few stages of the game. Maybe the Marines will award you a medal—if you live that long, that is!

Stage

Password

The Terraformer
Main Engineering
Holding Area
Tech Center
Alpha Quadrant
Research Lab
Final Outpost
Evon Simpler
The Bleeding
Terrorcore
Alter of Pain
Dark Citadel

CT5KQB YTSV5?FJK7
B7P92H6FRHQ0Z??Z
C7B7HJZ29DZZYDKB
WR5HRTXX5C7DYSPB
V67NRTZ9GCNDN5PB
VR9HRTX55C3PFSPB
Y9KCR271XDMT6M5B
YSNQVF0LM61NYB5B
X8ZQQFXSLF5NP.INB
5QW3XFNCX73DFHVB
4?T3QF048B1F6JLLB
4Q5MQKWWBCRX9VB



Enter these passwords as scored.



It's time to kick and head, warrior! Fire-stab!



Instant Demolition

This trick lets you destroy an entire building all at once. Park your vehicle right next to a building or between two buildings so that the driver will not be able to get out. Press and hold the Z Button. The driver will scream, "Dah!" several times, and then the building will come tumbling down! This trick won't work for every building, but it seems to work best with the Backlash dump truck. If you try this trick and you get the message to "try something else," the trick won't work on that building.



In some cases, only part of a building will be destroyed.



Try this in the Ocean Tracks stage and see what happens!

LAMBORGHINI AMERICAN CHALLENGE

Beaucoup Bucks

Lamborghini American Challenge is one of many Player's Choice re-releases we've seen over the past year, and more are on the way. To start off this cannonball run across the U.S. in style (and with six million big ones in the bank), enter JK88888888JK as your password.



You'll have enough buckage for a lot more than fancy wheel covers.



Your deep wallet won't keep the competition or the high-way patrol off your track.



Bypass the Salary Cap

If you're not up to tagging your way through an entire season, press A, Y, A, Y and the R Button on the Game Setup screen to see a generic version of the Super Bowl win screen. For 13-second quarters, highlight the Quarter Length option on the Game Setup screen and press Y, A, Y, A and the R Button. If you're trying to trade for a terrific player that you really must have, but the computer is telling you that you've reached your salary cap, press Y, A, Select and A to bypass the cap and add that player to your roster.



We're all going to Disneyland! We're all going to Disneyland!



Enter the salary cap code when this warning appears.

KIRBY'S PINBALL

Bosses Only

Here's a Player's Choice re-release for Kirby fans. To battle only the game's bosses, press Right, Select, A and B simultaneously on the Title screen. Press Start to begin a new game. A list of the bosses' names will appear. Hit the star next to the names to begin.



If you enter the code correctly, a star will rim across the High Score screen.



Like they say, he's one tough cookie!



Complete Codes

As promised, here are all the codes we have on the NBA version of NBA Hangtime. There was some confusion over which codes worked with which version, so we hope this helps. The codes below are entered on the Matchup screen except where noted. To use a duplicate or a hidden player, type in a name and its PIN at the start of a game. To use the Match-Up codes, enter the proper numbers on the Matchup screen and press Down. Note: "Tournament Mode" activates a tougher play mode, not a tournament.

Rooftop/Shot %

To get a boost of back sight on, hold Left and press Turbo three times. To activate a shot percentage display, rotate the Control Stick clockwise starting from Up, then hold Up.



Big/Huge Heads

For a big head, hold Up on the Control Stick, Turbo and Press on you enter the Matchup screen. If you want a really big head, press Up, Up, Press and Turbo on the Match-Up screen.



Redman/Random

If Devils needs a new file, bring her up on the Team Select screen and press Pass. To choose a team at random, hold Up and press Turbo on the Team Select screen.



Power Special

Press Up, Right, Down, Left, Start, A, B, Y, X and Select on the Matchup screen for Unlimited Turbo, Hyper Speed, Max Block, Max Speed and Fast Passing combined.



Duplicate/Hidden Players

NAME	PIN	NAME	PIN
Kidd	0000	Donr	0000
Glennr	0000	Jason	0729
Hgrant	0000	Nobud	1010
Kemp	0000	Divita	0201
Smits	0000	Jter	0503
Pippen	0000	Marty	1010
Motumb	0000	Jamie	1000
Webb	0000	Patf	2000
Stackh	0000	Quin	0330
Malone	0000	Marius	1005
Redman	0000	Turmel	0322
Ghill	0000	Jonhoy	6000
Ewing	0000	Carlas	1010
Cliffh	0000	Nick	7000
Webber	0000	Mortal	0004
Mursan	0000	Kombat	0004
Davidr	0000	Perry	3500
Starks	0000	Munday	5432
Dream	0000	Daniel	0604
Johnsn	0000	Morris	6000
Rice	0000	Shawn	0123
Mourng	0000	Root	6000
Ahrdwy	0000	Nfunk	0101
Elliott	0000	Amrich	2020
Miller	0000	Eugene	6767
Japple	6660	Berde	6000
JC	0000	Eddie	6213
Minife	6000	Mednik	6000
MXV	1014	Sno	0103

Matchup Codes

025	Baby Mode
048	No Music
111	Tournament Mode
120	Fast Passing
273	Stealth Turbo Meter
284	Maximum Speed
390	No Pushing Allowed
461	Unlimited Turbo
552	Hyper Speed
616	Maximum Blocking (Two-Player only)
709	Quick Hands (Maximum Steal)
802	Maximum Power
937	Legal Goal Tending

CLASSIFIED INFORMATION

PITFALL

Multiple Cheats and Codes

Here's another terrific re-release that should be in stores any day now. If it isn't already, it deserves a replay and a few good codes.

Unlimited Con't.

Here's the classic simple yet effective formula for unlimited continues: when you're defeated and the Continue screen appears, just press Start repeatedly.



Stage Select

To skip the hassle through the jungle, press X, Select, A, Select, Y, A, X and Select on the Game Start screen. Use the L and R buttons to scroll through the stage list.



Begin on Level 6

To start at least some of the jungle's best, press A, X, A, Y, A, X, Select, Start and Start on the Game Start screen. You'll now begin the game at Level 6.



Original Pitfall

The entire original version of Pitfall has been hidden in the PC. Press A, A, A, A, A, A, Select and Start on the Game Start screen to access it. It's primitive, but still fun!



ZELDA

Ruuw, Link! Chicken Again?

No roster of Player's Choice classics would be complete without Link's legendary Game Boy adventure. We'll finish off this month with codes, tricks and yummy chicken!

Change Channels

To start the game with new background music, select an empty tile and enter ZELDA (they must be all capital letters) on your screen.



Explosive Arrows

Equip both the Arrows and the Bombs and they fire these simultaneously! Press L! You'll have some handy explosive-tipped Arrows!



Rooster & 'Rang

Throw the Roosters. Pick up the Rooster before the 'ring comes back. You'll float safely above as the 'ring whirrs below. The Roostering will select any enemies it touches.



Shake & Bake

This one is just for fun. If it's really dinner time and there's nothing in the cupboard, sprinkle a little Magic Powder on or fix the Flame Rod at a chicken and see what happens!



Experts, disclaimer! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the 'pro' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

War Gods



There's more in heaven and on earth than just Mortal Kombat and Killer Instinct. Enter: War Gods, Midway's N64 adaptation of the arcade tournament fighter where wrathful deities spar for supremacy in the ultimate bottle royal. But unlike previous fighting games, War Gods goes where other fests to tread by unleashing its fighters in a free, fully rotational and navigable 3-D arena. So watch your back, front and sides, because War Gods are watching you.

IMMORTAL COMBAT

Now it's the ring where wrathful gods are clashing for possession of an alien element called Ore. The mysterious life-giving substance was the payload on a space ship existing through our solar system billions of years ago. The ship crashed, and the Ore was scattered across Earth. Over the eras, 10 diverse mortals came into contact with the Ore, which transformed them into powerful gods bent on possessing the entire supply of the celestial substance. Now, one by one, the warlords fight to the finish to win control of the Ore. Faithful to its arcade incarnation, War Gods is complete with countenance spells, devastating combos, cinematic fatalities and the ultimate showdown against two vengeful and almighty Overlords.



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FIGHTING FEATURES

The wide array of special maneuvers are fairly easy to execute, making War Gods fun for mellow button-mashers. It involves an element of strategy, too, since each fighter's special move is tailored to counter specific attacks. What really makes War Gods an appealing challenge, however, is its diverse trinity of 3-D escapes, gory fatalities and combo feasters.

THE 3-D ESCAPE

Previously, fighting game combatants were forced to wage their entire battle directly lined in front (or in lack of the other warlord: With the introduction of the 3-D button, War Gods opens the arena to a full 360 degrees, allowing fighters to dodge or attack in any direction. Now, rather than being limited to backward-forth motions,



fighters can leap to one side or even circle around their opponents. Of course, for every action there's an equal and opposite reaction. You can



counter 3-D escapes, by launching 3-D projectiles to spread the damage across the entire arena.

counter 3-D escapes, by launching 3-D projectiles to spread the damage across the entire arena.

FATALITIES

If you're into ugaldy displays of gore, then these fatalities are your heaven sent fighting finishes. Execute your fatality when you're prompted to "Prove Yourself!", and you'll send your enemy to a graphic demise (like Akaz Kin eating his victim's heart). Moodoo gutting the loser in effigy, or Cy-S's space ship bearing his foe into oblivion.



COMBOS

Most combos consist of only button hits, rather than incorporating Control Stick moves, so button-mashers and beginners can have a heyday fighting the War Gods. Timing's still the key to pulling off mindless rapid-fire combos, so chaining together punches and kicks will take some practice.



To initiate a combo, move the Control Stick back then forward, followed with a series of quick button hits.



Stick it to 'em with Pigeon's 10-hit combo: move the Control Stick B, F+HP, HK, UR, HK, HK, HK, LK, LK and HP.

FIGHTING FUNDAMENTALS

Be familiar with the battling basics before entering the coliseum of the gods. You can switch any strong defense into an offensive effort by catching your opponent off-guard (for example, use ETLU to block, then after you block its special move, giving you enough time to counterattack). The following fundamentals can help you effectively mount your counterattack.

BODY LANGUAGE



You can anticipate many of your opponents' moves by paying close attention to their body language and visual cues.

Most gods conjure containment spells by raising their arms, so dash their plans by using a 3-D dodge. Gestures, some slighter or faster than others, precede all special moves, so keep your hair-trigger reflexes on edge in order to defensively react.



SHOVE AND THROW

One of your most useful defensive moves can easily become an offensive move. When you're blocking hits, tap the Block button twice in a row to shove your opponents away from you. The shove is unblockable, so if you need space, push your foes out of the way. Fire projectiles to keep them on the offensive, then close in with an onslaught of combos.



WAR GOD MOVES

Although they each have limited abilities, all of the War Gods will be fairly equal once you have mastered exploring their special moves. The following chart details each War God's unique maneuvers. Moves are executed up close unless otherwise noted.

Control Stick directions
F=Forward B=Backward U=Up
D=Down
Buttons
HP=High Punch LP=Low Punch
HK=High Kick MK=Low Kick BK=Back
3D=3-D Touch buttons brackets



Abu Kin

Abu Kin is an evil priest who sacrificed his niece to recover the pistol he that was buried deep within his tribe's sacred well. In his insanity, the padmérons took spiritual ways by rigging out his victim's heart.

DANCER STAB
SWORD SWIPE
BLDW SWIPE
SUNGATE
SUNGUEST

L, D, E, F, LP
L, D, E, HP
S, B, S, D, F, HP
D, L, LK
S, F, LP
CLOTHINGING F, E HP, LK
FATALITY
SHL IL D, L, LK, BLOCK, 3D, HK
COMPLETE COMBO
R, F, HK, LK, HK, LPK, HK, HK, HK



Anubis

When the Egyptian god Anubis tried to steal a peaceful Oni, his curse turned him into Anubis, the god who leads the dead to judgment. When Anubis passes judgment with his lightning, he punishes his enemies, then mannales them.

HERN CHARGE
STUFF SWEEP
DOUBLE CHOP
STUFF SOFT
TELESTAFF

F, D, S, LK, HK
F, D, B, LK
F, F
S, B, S, HP, HP
D, D, E, F, HP
D, E, LK
PYRAMO D, D, B, LP
FATALITY
F, D, E, HP, HK
COMPLETE COMBO
R, F, HP, HK, HP, LP, LK, F, E, B, E, HK, HK



Dybbuk

The Oni-powered vylang compares that Oni is needed for greater human consciousness. To reach his quest, Dybbuk contacts his mother ship to reach to his tribe's Honor on the victims, the once ship bears them into oblivion.

THE BLENDER
DISKRD LAMER
INTREHEAD LASER
TELEPORT
DRIBTER

F, D, S, LP
R, D, F, LP
D, D, S, LK, LK, F, HP
D, S, LP, HP to 4
FATALITY
S, B, HP (1/2 SCREEN)
COMPLETE COMBO
S, F, HP, HP, LP, HP, LP



Kabuki Jo

The samurai must win all of the Oni in order to succor his power, which possessed him to turn against his own side. He'll do whatever it takes to win, including performing his fatality by impaling his on his Dragon Staff.

SAWDO FLURRY
DRAGON STAR
STAR SPREAD
KISS SPREAD
DRAGON BREATH
DRAGON STAFF

F, E, HP, LP
D, D, F, HP
D, D, S, F, HP
D, D, E, LP
F, F, LP
S, F, HP, HK, LP, LP, HK, LK, D, F, HP, LK
DRAGON FLAMES E, D, F, LK
FATALITY
D, E, LK, HK, SWAMP, DRAGON
COMPLETE COMBO
S, F, HP, HK, LP, LP, HK, LK, D, F, HP, LK



Maximus

Before becoming a god, the enslaved Maximus rebelled against his masters and stole their Oni. Devoted to avenge the enslaved by conquering the Oni, the gladiator strikes his victims in hell to win his matches with a fatality.

HAMMER-CUT
HAMMER-SLAM
HAMMER-TISS
GRAB & MOKKE
MET
HEAD BUTT

D, D, F, E, LP
D, D, L, LP
E, D, E, HP
F, F, HP
S, F, HP, LP
R, E, LP
GRAND SLAM D, E, LK, LP
FATALITY
D, D, E, LP
D, D, E, HP, LP
COMPLETE COMBO
S, F, HP, HP, LP, F, E, LK, LP, HP, HP, LP, B, L, F, P



Pagun

Hungry for the Oni's power, the mistress of the Black Arts finishes her faucal by summing Nudash's flying head to turn her victims into vylang. The vylang head puns than flies leaves to demolish the statues into rubble.

LEG TOSS
LIGHTNING BOLT
TELEPORT
LEG COUNTER
SQUILTON HOLD

S, R, HK
D, D, E, LP
D, D, LK
S, D, E, HP, HK, HP, HK, LK, LK, LP
D, D, E, D, E, LP
FATALITY E, E, LP
(1/2 SCREEN)
COMPLETE COMBO E, F, HP
HK, HP, HK, LK, LK, LP



Tark

Brought to life by the Oni, the storied fight for his city's honor. In his fatality, Tark battles his foes into the ground until only their heads peak above the surface. With vengeance, he punts the head into the stratosphere.

SUPLEX
OVERHEAD-THROW
RICK CRUSH
BOULDER

F, B, HP
F, B, LP
D, D, B, LP
D, S, LP
EARTHQUAKE D, D, LK, LP, LK
FATALITY
D, D, E, D, E, LP, HK
COMPLETE COMBO
S, F, HP, LP, LP, LK, LK, HK, HK, HK



Valla

During a great war, the Viking stumbled upon the Oni that turned him into a god. Her domain as the on, but her fatality involves fire—by raising her hands to Odin, which acts as fire-vibrations before leaving any ashes behind.

SHIELD CHARGE
SHIELD BASH
AXE BASH
AXE TOSS
3D AXE TOSS

F, E, LK, HK
D, D, S, LP
R, LK, HP
R, D, LK, LP
D, D, F, LP
SHIELD SHAPER F, D, D, HP
FATALITY
R, LK, HP
COMPLETE COMBO E, E, HP, HK
LK, LK, HP, LP, LP, HP, B, D, E, HP



Voodoo

Village's rivalled against the witch doctor and left his body in a swampy conking Oni. It brought him back to life, and once he exacts revenge by blowing at voodoo dolls to do a zombie fatality to their War Gods counterpart.

GRAB & LAP
HIGH KICKLING
LEWY SQUEALING
SCNE RAIN
TELEPORT
SNACKERST

B, F, LP
D, D, B, S, HP
D, D, B, S, LP
D, E, LK, F, HP
E, LK, LK
R, S, LP
SPINNING CLAY D, D, E, HP, LP
FATALITY
E, F, LP (1/2 SCREEN)
D, E, LK, F, HP
COMPLETE COMBO
S, F, HP, HK, HP, LK, LK, LP, HK, R, S, LP, HP



Warhead

When he became a god after he was caught in a nuclear explosion. In succession his new mission of draining the Oni, the commands makes an on-air show to make his presence of war in a nuclear wasteland of devastation.

CANNONBALL
GRAB & POIND
MOKKE
3-D MISSILES
SHOCKWAVE

R, E, HP, LK
F, D, E, LP
D, D, B, LP
D, E, LK, LP
D, D, E, LP
FATALITY
D, D, E, D, B, R, HP, LP, SCREEN
COMPLETE COMBO
R, F, HP, LP, LP, LK, LK, LP, LP, LP

Ahau Kin

...HIGH PRIEST...



Ahau Kin's main strategy is to attack his opponents after he has trapped them. He'll then teleport to catch his enemy off guard with another trap. The evil priest frequently conjures up his Sunburst, a spell of containment that swallows his opponents in a Roaring ball of fire. His trap temporarily renders foes defenseless, while he is free to abuse them as punching bags. Eclipse his sun away by blocking or dodging as soon as you see him raise his arms skyward to send his Sunburst into orbit. After Ahau Kin attacks, he will quickly retreat, making it difficult to counterattack him. Fight fire with fire by charging him then teleport away. Ahau Kin will try to escape your attacks, so teleportation may put him off at the pass.



Ahau Kin's Sunburst trap lays low those to fight without a power fly. Use it to contain your fly, then jump in for the kill.



The Dagger Staff works only of close range, but it breaks bones and shatters feet. Don't let your fly get in close with a combo.



Launching a trio of Slave Darts can swiftly cut an opponent off guard as well as quickly drain 25% of their vitality.



The Chattering Scepter is with little warning and in a speedy way to take opponents to the cleaners in the blink of an eye.

Fighting Ahau Kin

ALIEN

Teleporting will keep you away from the Sunburst and allow you to knock Ahau Kin off his feet.

EVIL

Attack your Goblins and stay on the offensive by using the Sky Slip to lure your Lesser Beasts.

KARINE JO

Bring Ahau Kin with Ground Flames, then blast him with a Star Spread or Dragon Breath.

MAXIMUS

Trap the high priest with your Net as he can't summon his Sunburst, follow with a combo.

PABAN

Wait for him to fire up the Sunburst, 3-D dodge, then surprise him with the Leg Throw.

TAK

Unleash an avalanche of Boulders on Ahau Kin as you can get close enough to throw him.

VALLEAH

Get on the offensive with the 3-D Air Toss, then trap him with the Skull Snapper.

VERDOD

Catch up with Ahau Kin by teleporting, then concentrate on performing the Spinning Disc.

WARHEAD

Blast Ahau Kin with Missiles after slowing him down with the Demorbail or Shockwaves.

Anubis

...GRAVE ROBBER...



Anubis is swift and elusive like the desert wind. The jackal-headed Egyptian frequently resorts to launching his Pyramid of confinement to ambush you like a helpless mummy. Before you have time to react, he'll follow up with a series of Telestalls to repeatedly teleport behind you and blind side you with a Staff apparatus. To Telestall, Anubis will pound his staff into the ground. Watch for this cue, then quickly 3-D dodge to fool him. Expect Anubis to summon his Pyramid if you notice him leaning back spreading his arms. Escape capture by hurriedly blocking, ducking, or 3-D escaping. Anubis can also launch his Pyramid while he's in a mad dash, so avoid frequent jumping since it's easier to get caught off guard while in flight.



Anubis's ground trap is the perfect place for keeping an enemy with no Telestall, think to High Jump.



Zon is, jeb, sam rat. Use the Telestall all you can—it's especially tricky your fly while teleporting out of harm's way.



As you flee, recover from the crushing sweep of the Staff Cheek, tackle them with the Hellcockle's Power ID-HP as they get up.



Use the Staff Charge to confront long-distance fighters—you'll reach and inspire them, so you can easily pound out a combo.

Fighting Anubis

AHAU KIN

3-D dodge the Pyramid trap with your own trap. Ignore the Sunburst, then resort to evasion.

EVIL

Keep jumping to avoid the Pyramid and Staff Belt, then retreat with the Ground Lasso.

KARINE JO

If you launch your projectiles from a distance, you'll have enough time to block the Pyramid.

MAXIMUS

Move in close by 3-D sliding and hitting Anubis. Finish him off with the Dragon-Hoops.

PABAN

Teleport and dodge 4 times to escape the Pyramid or Telestall then counter with the Leg Throw.

TAK

Apple Anubis with the Carthage; then help him down with your Boulders.

VALLEAH

Shield Charge as much as possible to keep Anubis from setting his Pyramid trap.

VERDOD

Four on the Game Fly before Anubis can escape to Telestall, then jump in to gouge.

WARHEAD

Use the Cannonball and Shockwave, especially after being freed from the Pyramid.

Cy-S

...PSYCHO CYBORG...



It's difficult to fight Cy-S up close, because he prefers to fight from afar with his Lasers. The Orbians also make it difficult to come into contact with the cyborg, since the protective satellites revolving around him are charged with energy. Blast his Orbiter shields with a projectile, then bring him within striking distance by trapping him or teleporting. Cy-S is unable to set traps, but he can keep you tied up with a steady stream of Laser fire. When he's ready to shoot, he'll crouch, so be ready to dodge or block. Since his abilities are limited when fighting at point-blank range, Cy-S will try to keep you at bay. Exploit his weakness by trapping him in a corner and overloading his circuits with a combo.



Cy-S's abilities can't outrange the path of the Orbiter Laser, so strategic blocking's the only way to avoid getting scored.



Cy-S can summon up to four Orbiters per round to shield his self. To launch them as projectiles, hit BP and LP simultaneously.



Make you see him, see you don't. Cy-S revolves at the side panels for a brief opportunity to attack a god here behind.



Cy-S's only (relatively) special move is his rapid fire Blaster. Full it with a combo to peak near push into your head-to-head combat.

Kabuki Jo

...SAMURAI WARRIOR...



Staying airborne is the best way to stay on top of your game against Kabuki Jo. Often times, he traps groundlings in his Ground Flame trap, which he initiates by lifting his hands to his shoulders. Dive to avoid getting a hotfoot, but don't jump in the samurai's path—he'll be quick to interrupt you with a sweep kick or uppercut. High blocking will defend you from his special moves, since his only special low attack is a sweep from his Staff. Blocking will also help you against his 3-D Star Spread, which speeds along multiple trajectories to mow down anything standing in the arena. To avoid any of his sweep attacks, jump back, then trap him to quell his asonous arosai while you pull him with a combo.



Turn up the heat with Ground Flames to heat the trap you're in, then cook the softest deck by turning the fiery of the Star Spread.



The Dragon Staff (the thing of Jo's attack) connects at (empty) distance, while moves "used on-head of flames" won't reach him.



Kabuki Jo's fiery Dragon Breath will prevent enemies from closing in. It's also useful for setting up a Dragon Staff sweep attack.



To counter a 3-D Snake escape, use a 3-D Star Spread that will find the path to your enemy. If it connects, set the Ground Flames.

Fight Like a Ninja

ABALI NIN
Grip the cyborg in the Surost and shoot Neo Dive to disable his protective Orbiter.

ANLEIN
Select if to catch Cy-S off guard and watches Laser fire, then trap him in the Pyramid.

KABUKI JO
Cy-S's the master of escape, so trap him up each projectile and wait for him with your Trap.

MA NININ
Strike Cy-S's along the time fight or bring him in by shooting him with the Net.

DAIAN
Counter the Lasers with Lightning Staffs, and steal the orbiter with the Skywalker Hook.

TAK
Keep the teleporting and trapping instead on the ground by striking up an Earthquake.

VALLAH
If Cy-S tries to roll away, lower the Axe impulse to put land heapties in his pines.

VOORDD
Unleash the Staffshot to bring Cy-S to your slinking, then Grab and Slip his CPU out.

WARHEAD
When Cy-S tries his Laser's volute, hit your 3-D Newbie, so to 3 land a dual field.

Fight Like a Ninja

ABALI NIN
Enter the Samurai to teleport near Kabuki Jo and attack him with your Dagger or a combo.

ANLEIN
He will try to keep you at sweep distance, so use the long reach of the Staff Chop to hit him.

CY-S
As in your Orbiter's to avoid projectiles. Use your Lasers in order to avoid being Flamed.

MA NININ
Favour the Hammer Staff, then run in to attack. If he tries to counter back, trap in the Net.

DAIAN
The Log Jaws will rocket you to the outside. Jo to resist or help you above his Ground Flames.

TAK
Cause an Earthquake before Jo ignites Fire and Flames, then swallow cover with a Boulder.

VALLAH
Flash with the Staff Chop, then slam him with your Axe Impale if he tries to escape.

VOORDD
Release the Staff Chop on Kabuki Jo, then teleport to pursue him with the Springing Dive.

WARHEAD
The Cannonball will take you free to Climb on Kabuki Jo as you can Grab and Kick him.

Maximus

---VENGEFUL GLADIATOR---



Maximus is probably the most proficient warrior at up-close attacks and hand-to-hand combat. Any unfortunate War God who steps too close to him will most likely suffer from his onslaught of point-blank attacks, such as his Hammer Cut, Hammer-Slam, Head Butt, or Grab-and-Noogie.

He's also a master of the 10-hit Combo, too, so battle from afar with your projectiles. Use his face-to-face combat style against him by teleporting behind him or 3-D sliding to confuse him. Not to be outdone or overcome, however, Maximus will jump around the ring until he's landed close enough to spar with you. He'll also try to target you in his Net. Block it if you see it coming through the air, or else he'll jump in for more hand-to-hand combat.



Peel the opponent to knock down your foe with the Hammer-Slam, then keep the air grounded with the Hammer-Kick Power.



Throw the Net in the ring to trip an opponent who is trying to escape his grapple and personal engravings, or with Maximus.



Launch the Hammer Kick at your foe to finish the job, but once you pull your enemies. Walk these into a corner, then unleash a combo.



The Head Butt is an easy attack that you use when you're in the air. LP for more Head Butts, then follow with some punches.

Pagan

---WITCH HEEDIST---



Pagan's style is the most diverse and well-rounded of the gods. She frequently, and unpredictably, switches between tapping, teleporting, waving hand-to-hand combat, and fighting long-distances. Her Leg Throw is the most formidable of her arsenal, since it occurs with little warning if she executes it up close. However, if she decides to launch the Leg Throw from the other side of the arena, you can easily dodge it since her flight glides by at a moderate pace. Pagan lacks special attacks that are low, so frequent high blocking and a low offense will ruin her assault. In order to see the witch's tail and trouble, you'll have to use as many of your moves as possible to mix up an attack that's suited to match her varying offense.



The Leg Throw is a great strategic move since it allows victims quickly and throws them far enough so they're out of harm's way.



To quickly reflect an opponent's leg hits and Leg Throws, throw Pagan into the Leg Copter to deal a high-speed sequence of kicks.



The Skullsaw Kick locks its victim in the key grip of a skull-saw, instantly allowing Pagan to attack her captive opponent.



In a close of combat, post, she's gone! Pagan's ability to teleport makes her an opponent who's difficult to catch or predict.

Fighting as...

ARAI KIN

You can easily attack with a combo of six, your Sabatons Impeders Maximus to your feet!

ANUBIS

Avoid stacking up close for long stretches. Instead, use the Teleport to make an impact.

CY-B

Leaves and Orders will keep Cy-B at a safe distance and out of the hands of Maximus.

KABUKI JO

While the Dragon Staff and take the Star Spin to lock Maximus into the Ground Haves.

PAGAN

Charge at Maximus with the Leg Throw or Leg Copter, then teleport out before he retaliates.

TAN

Masterful blocking will win the upper hand in the mostly hand-to-hand battle against Maximus.

WALLAH

Block in with a speedy charge-and-retreat tactic to claim a victory for high-velocity.

VOODOO

Fly in the Skullsaw so Maximus can't approach, or sidle him with the Bone Hair.

WARHEAD

3-D dodge to avoid getting cornered by Maximus, then blast 3-D Mines to stay.

Fighting as...

ARAI KIN

Introduce the mistress of Black arts to the light of the Sabatons, then Climb the hair.

ANUBIS

Let the Pagan as Leg Throw get her through an entire match, so duck or block high.

CY-B

Shower together from using the Leg Throw by using your Deflectors, then use your Levers.

KABUKI JO

Keep the Dragon Staff handy—you can knock her off her feet and knock her from jumping at you.

MAXIMUS

Remember when the ground is kept unpredictable Pagan in one spot. Net her to keep her there.

TAN

Block high to catch the Leg Throw, Overhead Throw, then drop a Boulder on her.

WALLAH

Charge the Soul Sappers, then Shield Charge Pagan before she can get her Skullsaw.

VOODOO

The Leg Throw is easier to block if she lands from far away, so fire your Skullsaws to lock her up!

WARHEAD

Duck the Leg Throw, then move the earth with your Skullsaws so she'll have a shaky landing.

Tik

---STONE IDOL---



Tik's stun attack is the Earthquake, but he moves slow enough that you can easily spot him raising his arms and leg to initiate his terror. However, what he lacks in speed, he more than makes up for in size and strength. Mountainous Tik has the greatest reach of the ten War Gods, allowing him to extend his punches and kicks to an Andean distance while staying far out of the roaches of his victims. Keep away from Tik, and stick with long-distance attacks, such as missiles or traps. If you've locked the living statue in a trap, move in with a combo or some short quick punches and kicks. Be ready to block, because, uncharacteristic of his glacial nature, Tik can hurl boulders with great speed!



The Rock Crash sends you with an onslaught of boulders. If you're in Tik's vicinity, so be sure to get to safety.



When your legs get up after feeling Tik's Earthquake, there's a trick to break them back down with our Unblockable Passes or Guards.



With a big boulder, Tik flips his opponent into the Spirit. A Rock Punch will then finish the job.



All of the War Gods can throw their opponents FUL in Tik's case, he requires three so he spiked helmet and tosses these bolts.

Fighting As...

AHAI KIN

Take mostly a hard-to-head fighter, so quickly exit through the Spirit after punching him.

ALIEN

Tik uses jump attacks often, so counter with an upward, then Horn Charge or Staff Chop.

EVS

Arm your protective Goggles as Tik can't grab you, then attack him with the Shield.

MARINO JO

Take reach extends to zoning distance, so resort to using the long distance 3-D Star Spread.

MAXIMUM

Maximum is also proficient at up-close combat, but the Hammer Toss will give help, too.

MAXIM

Avoid using the point-blank Leg Copter and stick with the Leg Toss and Lightning Bolt.

VALLAH

Rather than charging into the mountains, use your traps or throw your Axe to stop him.

VOODOO

Use both the High and Low Six-Aways to capture Tik—the second is able to block all of them.

WARHEAD

Rely on the Shockwave and Cannonball, but be ready to jump over Tik's smaller Earthquake.

Vallah

---VIKING PRINCESS---



Vallah's lightning speed makes her the fastest of the War Gods. She's also fiercely aggressive and eager to attack. She often opens with her Shield Charge to plow you into the back of the arena. Her common follow-up is the Axe Impale, which will bash you into the ground with the mighty swing of her blade. Use the 3-D escape as much as possible, because her moves are difficult to anticipate. Her sun move, the Skull Snapper, also comes with little warning, so it's best to keep moving to avoid the jaws of death she summons. The fight against Vallah is usually a defensive struggle, so hold your ground by dodging and blocking. If you manage to get with an offensive position, strike back with projectiles and traps.



The Skull Snapper sends you Vallah's jaw in its ability jaws and makes it even easier for her to execute her quick attacks.



Vallah often moves down into with her Shield Charge at the start of a battle or after a stun, since it's a fast, straight move.



If opponents get too close to the Viking princess, she can send them flying with her Shield Bash to open them up to combos.



The Axe Impale will not short the life of any charging opponent. The move is helpful since it keeps enemies at sweep distance.

Fighting As...

AHAI KIN

Counter Vallah's stomps and attacks by charging her with the Clothesline.

ALIEN

Vallah can't release fast and tenuous combos, so attack her when she's in the Pyramid.

EVS

Use your four Goggles sparingly, because they'll stop her from clearing at you any further.

KABUKI JO

Mount defenses that reach you and the hyper-active Vallah by swiping the Dragon Staff!

MAXIMUM

Vallah is quick on her feet, but she's not sure-footed. Tie her up with the Hammer Slam.

PAGAN

Teleport, then use the Leg Toss. Vallah moves so fast, so be ready to teleport again.

EVK

Jump punch and jumpkick to avoid Vallah's aggressions. Also, visit the Earthquake.

VOODOO

The Spinning Chain will keep Vallah at bay for only a short while, so immediately teleport out.

WARHEAD

No matter where Vallah winds, Warhead's 3-D Missile should make their way to her.

Voodoo

...WITCH DOCTOR...



Shifty Voodoo is one of the jumpier fighters in *War Gods*. The witch doctor rarely fights from one spot; instead, he prefers to bounce around the arena and dizzy opponents by jumping, 3-D dodging, and teleporting. When Voodoo starts spinning in place, he's about to teleport. He usually reemerges as a brawler, slashing you with his Spinning Claw, so 3-D escape if you sense him warping. The prime time to trap jittery Voodoo is when he arrives at his teleportation destination, so leave a trap for him to materialize into, then close in on him and keep him busy with a combo and more traps. Voodoo's strategy is to play keep-away, so if you can stop him from slipping away, you'll win the upper hand (or claw) in your match.



To trap *Wu Sucks*, Voodoo sweeps his arms down to sweep the *Pave Pave* Mobs with his from the sky, giving enemies to the floor.



Voodoo's *Snafu* is a handy for reviving a drowsy enemy for close-range combat. If you see it, talk to the *Snafu*-*Snafu*.



Voodoo can knock his *Skullwings* high or low in the air. Altering both variables is one offensive way will confuse foes.



Voodoo also uses for the teleport, making him a tough enemy to hit. Expect him to appear behind you with the Spinning Claw.

Fighting Tips

AAHU KIN
The easiest way to catch the spirit-like Voodoo is to teleport behind him with the *Sango*.

ANJIN
Hit the *Staff* *Bois* to blast Voodoo on the defensive. Use to trap him in the *Pyramid*.

CV-S
Use *Grinders* to protect your back when Voodoo teleports. Then turn around with the *Spinner*.

KARUKI JO
Kick into a corner, swinging the *Sweet Fury* to swat away a teleporting Voodoo.

MAKINER
Be sure to set up your *Net* or *Warrior* *Man* to put the kibosh on Voodoo's *knives*.

SHAN SHAN
Subdue the *Skullwings*, *Snake* and *Snake* *Heim* by teleporting Voodoo with your *Leg* *Tote*.

TAK
Roll out the *Boilers* and *Earth* *quakes* so Voodoo can't step out of your stone grip.

VALLAH
Charge with a *comb* before Voodoo can escape, who hits his *troika* with the *Assault*.

WARHEAD
It's hard to knock an on Voodoo, but your 3-D *Mesles* will easily tame a corner.

Warhead

...TOXIC TROOPER...



Warhead's favorite moves are the Cannonball and Shockwave. In both moves, he pounds the ground to knock his opponents off their feet. Warhead jumps as more often than as a panoplist, so be on guard. When he hits the ground, he usually goes ballistic by firing *Mesles* or unloading the Cannonball. He'll also resort to his old, reliable earth-shaking after he knocks you back with a hit. Make a habit of blocking or jumping after he pushes you away, and you should be able to avoid his quakes and catch him off guard. Use low blocking against the *comando*, since most of his strategy is aimed low. Aim high with your offense, but don't jump attack too often, because he speedily retaliates with uppercuts and sweep kicks.



There's no safe place to stand when he shakes out the *Shockwaves*. The impact will bowl over the path so be on guard on them.



The *Cannonball* is similar to the *Shockwaves*, but it's range is limited. Use it when you're in a position to attack an opponent face to face.



If you're standing directly in front of your enemy, fire your *Mesles*, then overwhelm the *deceives* with the *charging* *Shockwaves*.



Knock 3-D *Mesles* to blast your opponents who never they are. The *knives* is a particularly effective way to fall a teleporter.

Fighting Tips

AAHU KIN
After blocking Warhead's tremors, keep him off the ground by suspending him in the *Sunburst*.

If he stomps or shouts, fire the war zone and return to approach Warhead with the *Tobacco*!

CV-S
Fire your *Lasers* from high in the air, since Warhead's special moves can't reach you there.

KARUKI JO
Before he has a chance to fire his *Mesles*, roll the area with your *Star* *Spread* attacks.

MAKINER
When Warhead jumps to dump the *Cannonball*, counter with the *Hammer*, then block.

SHAN SHAN
Teleport around Warhead so he can't use his *Mesles* on you. Then throw the *Leg* *Tote*.

TAK
Keep Warhead from getting gung by squashing his spirits with *Boilers* and punches.

VALLAH
Hit the 3-D *Assault* *knives*, since Warhead in the *Skull* *Snapper*, then follow with *knives* attacks.

VODOOD
To avoid the *skies* ground, trap into and use with *knives* attacks to dodge *Mesles*, *knives*!

Grox



Prepare for heavy-duty fighting! The portly Grox throws his weight around the arena, showing, tossing, or even belly flapping on top of you. If he jumps at you, retaliate with an uppercut. However, keep your jumping to a minimum, because the tubby overlord will counter your leaps with an uppercut or jump attack. The key to victory is his belly, so wait for him to expose it, then pummel him with a series of jump kicks or jump punches. Grox easily tires and he'll eventually stop blocking. He'll soon regain his strength to fight back, so quickly back out or 3-D slide out of the way after connecting with four hits or so.

As soon as the game starts, get moving—if you blink and wait, you'll be vulnerable to Grox's scorching stamping.



Topple Grox by charging with jump kicks or punches. After pouncing on his ribs, back out, because he'll soon retaliate.

Jump right before Grox stamps his foot, or you'll be briefly dazed by the impact of his shockwaves. If you recover in time, 3-D slide to escape being flattened.



If you're not on the offensive, stay out of Grox's way. Otherwise, he'll pick you up by the head and toss you aside like a rag doll.



Gorge himself Grox has a long reach: so always 3-D dodge out of his grasp, rather than backflip up. You can use Grox's large size against him by fighting low and ducking.





Exor



The only thing preventing you from claiming the prized One is Exor, but he's quite the roadblock. Rather than plowing through him, fight at the opposite end of the ring and use long-distance attacks, like projectiles. Exor will try to get you in his clutches by retrieving you with his trap, so 3-D dodge as much as possible. Using 3-D escapes will also keep you free from his Laser beams and ground terrors. Create as much space between you and Exor as possible—you'll have more time to anticipate and react to his attacks, as well as a longer opportunity to launch your projectiles before he encroaches upon you.



Exor's trap will deliver you face-to-face with the overlord. You're no match for Exor's hand-to-hand combat, so be sure to avoid his trap and it will free right by you.



Stay away from Exor, or he'll power up an energy rift that will trap you out of control.



As soon as Exor jumps, 3-D Dodge to avoid his Laser. If you're facing him, stand near the Laser's path and run toward Exor. As he lands, greet him with an uppercut, then launch your projectiles.



Stand yourself at the opposite end of the arena and blast Exor with your projectiles.

After blasting off three batteries of projectiles, 3-D escape to avoid his counter attack.



If you beat Exor twice, he'll explode into the powerful piece of One that raises the heavens, and all will bow down to you as you become the new Over God who has brought the universe back to life!



SPACE STATION SILICON VALLEY

THE TAMING OF THE ZOO

Imagine Jurassic Park, only instead of a sanctuary for dinosaurs, there's a space station stuffed with berserk robotic animals that can transform into different, and sometimes armed, vehicles. The galaxy's fate depends on Dan Danger, who (with the help of his robot, Evo) must commandeer these animals and tame Space Station: Silicon Valley.

From the offbeat Monty Python to the whimsical Wallace & Gromit, the British are always shipping strange and ingenious imports across the pond. Scottish developer DMA push the tradition even further, introducing North America's N64 players to the witty and cleverly fantastic world of Space Station: Silicon Valley.

The station is a self-contained universe flooded with dozens of ecosystems being overrun by robotic animals. These "Nanobots" can evolve into various vehicles, each with unique abilities. Your mission, as the hapless hero, Dan Danger, is to explore and secure the massive space station by commandeering the Nanobots. At the moment, there are around 40 Nanobots populating 30 levels, but the all-polygon 64-megabit game is still in development. By December '97, BMG Interactive hopes to have DMA's space station launched.





NEWS FLASH

We're receiving transmissions from Space Station Silicon Valley! The renegade space station was created a thousand years ago in the 21st Century as an experimental world to test the dangerous Nanobots. However, after being on-line for only five minutes, the space station vanished. Now, a thousand years later, the space station has drifted back into orbit to threaten our galaxy. Apparently, the Nanobots not only have animal characteristics, but through the years, they have learned to self-replicate and transform themselves into vehicles.

The president's initial attempts to secure the space station failed when shuttle after shuttle of space marines was obliterated by the Nanobots. She has now resorted to scrounging in the expendable and wildly unpopular Dan Danger and his robot sidekick Evo. Their shuttle is crashing outside the space station now, and we'll keep you posted on their progress. Who knows? Maybe they'll get Silicon Valley back on line, but if they don't, no big loss—we won't miss the blocks.



TRANSMISSIONS FROM THE SATELLITE ARK

Space Station Silicon Valley comes from Scotland—a land characterized by such curiosities as bagpipes, Transporting and the Loch Ness Monster (Faintly). Scotland is also home to DMA, software developers who have brought us even more quirky amusements such as Lemmings and Ultracon. According to Brian Baglow, DMA's Communications Manager, "Space Station Silicon Valley is distinctly British. The animation, humor and attitude is something that you'd never see coming from the U.S. or Japan." Silicon Valley's Project Leader and Art Director, Jamie Bryan, whose early artistic influences include the matinee cartoons of Tex Avery (Droopy) and Chuck Jones (Bugs Bunny), says the animation style he created for the game has a "retro look with a slightly wister side. 'A drive-in B-movie of a game' as an art colleague described it." Brian adds, "The art is fun enough to appeal to kids, but it's not so cutesy that it'd turn off older players."

Silicon Valley was initially conceived as a PC project, but the designers at DMA soon found that the platformer, was limiting the game. To fit the game on the PC, the designers had to hesitantly resort to cutting out parts of the game



"Nobody was particularly happy about dumping on the game," Brian explains, "but then the N64 came onto the scene, and we thought, 'This machine can do so much!'" With the N64, the designers were able to fit their original concept into a Game Pak with room to spare. Now they're actually adding more and more to the adventure. The camera can zoom to any angle, including first-person perspective. Dynamic lighting and realistic weather effects highlight the complex environments. There are even dynamic water effects complete with transparent splashes and ripples. More is in the works, and currently, DMA is wrangling six programmers, five artists and two level designers to breathe life into the world of Silicon Valley.





UPDATE

Evo has been destroyed! Dan Danger sent his robot partner to scout Silicon Valley, but is soon to be boarded the space

station, he was immediately blasted into scrap metal by the space station's on-board defense system. However, Dan reports that Evo's super-intelligent mobile chip has survived the attack. From the safety of his shuttle, Dan has been guiding the chip by remote through the futuristic Nautilus, known as Silicon Valley. According to Dan, there are endless stretches of jungle, desert, arctic regions, aerial areas, bodies of water, and European grasslands to roam and explore, but it's difficult to navigate the expansive ecosystems traveling only as a tiny, roving minichip. Dan tells us things would be peachy if only he could somehow control the Nanobots.

ALL CREATURES GREAT AND SMALL

DMA is estimating it will take around five months to design the game's 30 or so levels. The space station is essentially a satellite stuffed with a planetful of every possible type of environment, and the developers are striving to design lands as complex and elaborate as those in the real world: Rolling hills, grassy fields and expansive greenlands blanket the European grasslands of the space station. Deserts complete with pyramids, a Sphinx, camels, scorpions and sidewinder snakes can be explored both above and underground; jungles are cloaked in lush foliage, and arctic regions glisten with icy glaciers and snowy tundra. And some areas aren't even land-based, like the aerial or aquatic levels. Leslie Benzion, Lead Programmer, asserted, "The water isn't just for show, either. Anything in the water is affected by the current, and some animals are better swimmers than others."

The scope of the game is immense, and exploration is one of the game's main elements. Brian explained, "We want to leave the game wide open—it's up to the player to explore and figure out where to go." DMA hopes to



immerse players in the game by appealing to their curiosity and sense of adventure. "Every day I show up to work hoping to play the game,



but the designers won't let me, because they know I'll spend all day playing it," Brian complains. "I've just become the bear who can turn into a unicorn. I've discovered that he can also juggle, but I can't figure out yet how it will be useful."

The animals' unique abilities are essential to solving the game's puzzles or locating the doors that separate the numerous levels. Some doors are hidden, while others may escape detection if you're controlling the wrong animal. Only a soaring Nanobot like a fish or walrus will be able to find the underwater door. Moreover, an elephant Nanobot will never fit through a six-inch door, so you may have to keep exploring until you can win control of the distinctive rat Nanobot. Programmer Grant Silvola emphasizes, "If you see an animal, you know that you will be able to control it. You won't be able to fully complete the game until you have played every version of every animal."





BREAKING NEWS

Dan Danger has managed to commandeer a Nanobot! By using Eve's mobile chip to sap the energy out of a Nanobot, Dan was able to overpower the thing and assumed command of it. From his shuttle, he's now remotely controlling a rat Nanobot, navigating it through the maze of

sewers staking below the surface of Silicon Valley. And this just in: Dan is using the rat to fight another Nanobot in the hopes of draining its energy... He's defeated a fish Nanobot and has transferred Eve's chip to it so he can control it! Now Dan can steer the fish to reach an underwater passage! He plans on damming up the river with a boulder to reach another area, but he'll have to take over a Nanobot brave enough to do it. That Dan's a real study of a hee.

SILICON VALLEY



GALAPAGOS-A-GO-GO

Just like in the real world, the space station is governed by the food chain, and there is a definite animal hierarchy: if you commandeer a rat, you won't be bothered by fellow rats, but other animals like dogs or foxes may prey on you. In turn, lions and tigers and bears (ah, my!) may not be very fond of dogs or foxes.

It's survival of the fittest, so you're forced to constantly reevaluate the Nanobot you're controlling in relation to the terrain and its inhabitants. A rock may be a minor roadblock for a horse, but to a mouse, it's a mammoth obstacle.



Mice can scurry, but it won't guarantee them escape from a predatory eagle.

Silicon Valley throws a wrench into natural selection, though, by compensating for any animal's shortcomings with the Nanobot's ability to evolve itself into a vehicle. As Nanobots, the mice of Silicon Valley can not only increase their speed by sprouting wheels, but they can also use their tails to propel themselves like helicopters. "We tried to invent animals with special powers that you'd never see in nature, like flying mice or tortoise-tanks," Brian says. "At least we hope you don't see them in real life. We checked National Geographic, and I think we're safe."

National Geographic's never seen anything like this.



dog-fighter

planes, fox-rockets, turtle dragsters, polar bear-tanks, and hyena three-wheeled. The animals spend everything from wheels and skis to springs and pop sticks, and they continue to evolve throughout the game, too. Grant explains, "Even animals you thought you were familiar with can suddenly sprout radar ears or gun turrets in later levels!" (Hey, what's that spinning noise? Oh, it's just Darwin rolling in his grave.)

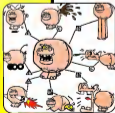
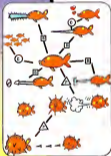




IMPORTANT BULLETIN

Dan has sent back some diagrams of the animals and their various transformations. Our man

has encountered fish, birds, mammals, reptiles, amphibians and more. He tells us, quote: There are oodles of puzzles and tasks I must finish in order to make my way through this world! I've finally gotten the other mice to leave me alone after being crowned King Mouse for smokin' them in a mouse-jeep race! Urpate, Ooh, Dan Danger, king of the mice. Of dependable Dan's never been one to sleep high, but for the sake of the galaxy, let's hope he pulls this mission off!



FIERCE CREATURES

To tame the animal kingdom (or anarchy) of Space Station Silicon Valley, Dan Danger must know how animals interact with one another. If Dan commands a dog, he'll be able to herd and hunt a scattering of sheep into a flock. On the other hand, if Dan commands a rat, he can simply

walk, and the flock will sheepishly follow him. The game is being programmed with a scripting system that gives the level designers complete control of building the game's levels. Programmer Daniel Leyden elaborates, "It's contained in this all-powerful game editor we created that allows us to set up complex scenarios." This scripting system serves as the foundation for the artificial intelligence guiding the Nanobots.

And they have animal instincts, too. "If you tell a sheep to go somewhere, and it crosses the path of other sheep, they will join it in a flock and end up following it," Daniel says. "We have also coded behavior between types of animals, so a rabbit will ignore a mouse, but flee from a fox or bear—unless, of course, it's the vampire rabbit."

Unpredictable animals call for unpredictable levels and environments. Level Designer Kenny Mitchell asserts, "Each level introduces something new and unexpected. You can never be sure what you're going to find next." There's a world of roving and exploring (like in Super Mario 64), but there

are also brainloads of puzzles and sub-games. There are racing levels (like Mario Kart 64),

and flying levels (like PilotWings 64). It even becomes a shooting and fighting game when you must battle other animals to take them over and



while the space station may host a zoozooth of animals, some proposed creatures don't quite make the cut and missed the



boat. James cites the unfortunate pig, raccoon and chicken, but he enthuses, "I'm quite sure they'll be appearing in Silicon Valley 2."



This agglutinated scientist masterminded the 21st Century space station and developed its Nanobots. In this century, Jamie Bryan, Project Leader and Art Director of Silicon Valley, is masterminding the game's character design.

"The main inspiration for the characters in the game must come from the rabbit, which dictated the style and feel of the game early on. The rabbit was based on a sketch I drew for my nephew." Jamie also drew much inspiration from real life. "Dan Danger is based on my dad," he admits, "and we spent a small fortune researching the animals through videos, wildlife books, magazines, toys, Lego blocks, and the cinema. The abilities of the animals branched off from the environment, moods and control methods associated with each robot animal."



In the future, Earth is governed by one president, and she (don't let the mustache fool you) orders Dan Danger and Ivo to pacify Silicon Valley. Back in the present, much of what happens in Silicon Valley is governed by the efforts of DMA's programmers.

"We are using a revolutionary new animation technique for our animals," explains Programmer Obba Vemba. "Rather than displaying a series of pre-built frames, we calculate a new skeleton per frame based on the animal's position on the landscape. We can even stretch, squash and bend the skeleton in real time to add more cartoony effects." Artist Andy Hay adds, "The toddlers in the game were all modeled first in Alias then rendered to give them a true 24-bit color depth—this gives the game a truly distinctive visual style."



Dan Danger, here! There are still hippos, crabs, birds, rabbits and more animals to tame and acres of sprawling territory to explore. I'll see you sometime near the end of this year, and I hope you pick me for your N64, 'cause you'll be picking a winner!



THE JUNGLE

The Jungle A

You'll have to be quick if you want the Ultra Health power-up in the center of this small chamber. To steal it, leap to the center platform and immediately leap again to avoid being perched by a quartet of spined pendulums. Any mistakes will have lethal consequences.



START

+...0

▼...16



Box of Bullets

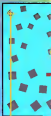
Box of Shotgun Shells

+...6

▼...47

Box of Bullets

Large Energy



START

Explosive

The Jungle B

The strange sounds you hear in this level are the wrecking ball pendulums sweeping back and forth across the narrow walkways. Each pendulum clicks as the mammoth weight reverses its momentum. Wait and listen for the click, then sprint for the far end of the walkway.



THE ANCIENT CITY

The Ancient City A



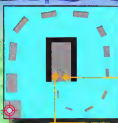
An iron fence divides this stage into two sections. From the starting point, hop across the platforms until you reach a pool of water. To get to the other side of the fence, you'll have to swim through the underwater corridor. The second half of this stage is suspended above a lava bed. If you maintain your balance, you'll reach the exit.

+...0

▼...48

START

Box of Bullets



START

Box of Bullets

Explosive Shotgun Shells

The Ancient City B

Your journey through the werp level gets tougher with every leap. Each platform is narrower than the preceding one, so you'll have to gauge your distance and wait for your footing before every treacherous jump. A box of Explosive Shotgun Shells is waiting beside the exit.



+...0

▼...13

START

LEGEND

- 25% Health... + Cave
- Full Health... + Water
- Ultra Health... + Ground
- Bridge/Ladder... + Lava
- Explosive... + Elec field

The Cata

Cool heads will prevail. Flaming jets shoot anything in their path to subside, then your row planks. Make a dash next to the exit.



START

THE RUINS

Plots Energy Cell



The Ruins A

Walk the plank, Dino Hunter! The narrow platforms winding through this level are similar to the ones in Ancient City B, but here you'll have to dodge swinging spiked pendulums. The lights gradually go out as you work your way toward the Ultra Health power-up in the heart of the darkness.



+...0 ▼...32



The Ruins B

A risky mist obscures the platforms in this stage. All the best goodies, including a Large Energy Cell and a Box of Bullets, are along the back wall. Press the L Button to activate your auto-map feature as you venture into the foggy unknown.



+...0 ▼...99



Shotgun Shells

THE CATACOMBS

The Catacombs A

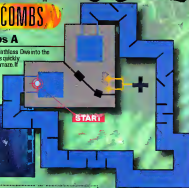
This chamber could leave you breathless. Dive into the watery passageway and swim as quickly as possible through the waving maze. If you can avoid getting hung up in the rusting grates and thorns, you won't founder. Your Auto-Map feature will keep you from getting turned around.



START

+...0 ▼...64

+...0 ▼...44



Catacombs B

all in this hot warp spot. rpen the walls, moment- way Wart for the flames dily run across the nar- running leap to clear the



TRE

Treetop V

Towering spires rise from above a pool of your leaps as you approach. The treacherous more power-ups than war level, so you can't die without collectin



THE

T

The an c find n's e



FINAL

Box

START



START

+...0

ETOP VILLAGE

Village A

and fall like primary levels. Tense
ing from rock to
a stage has
any other
earn an extra
all of them



+...13 ▼...48

Tek Arrows

START

Large Energy Cell

+...0 ▼...130

Treetop Village B

Take a walk on the prelevel balance beam. Style and form mean nothing when the game is survival. You'll have to be a gymnast to make the jumps to postage-stamp sized platforms. Increase your odds for success by looking down and gauging your distance to your target before making your death-defying leap.



LOST LAND

The Lost Land A

dark, placid like night seem like
easy stage until the Commandos
you. Look up at the peaks and
in fire. As you dispatch each
enemy, a spire will rise out of the
water. Jump up these



The Lost Land B

Just like you did in the Lost Land A level, you need to shoot the Commandos to find the exit. It's difficult to see the enemies hiding in the dark, so select a long range, explosive weapon and light up the night in front of you.



platforms to the exit, but don't forget to grab the Tek Armor before you vault back through the portal!

START

+...15 ▼...40

+...15 ▼...40

CONFRONTATION

of Bullets



Final Confrontation A

This is one of the toughest warp chambers in the game. The hydraulic platforms here won't support all of your weight, so you'll have to jump as soon as your feet touch down. Finding the Fusion Cannon can make this area worth the trouble.

Final Confrontation B

You'll have to inch your way around the perimeter of this steel chamber to reach the Ultra Health power-up next to the exit. Leap for the cross-shaped platforms instead of trying to clear the long gaps where the deck is broken.



+...0 ▼...67

Rockets

Box of Bullets

Explosive Shotgun Shells

START

+...0 ▼...28





COMING SOON TO THE
N64 FROM NINTENDO



EXCLUSIVE WARP MAPS

TUROK

DINOSAUR HUNTER

On the lam and looking for a warped and wonderful item? Teleport into this month's special feature covering all the items and strategies for every secret warp area in Turok: Dinosaur Hunter.

LEVEL 1

Level 1-A

The swinging chamber is packed with perfect, solid pendulums. Make your way carefully to the other side of the load and collect the health power-ups as you work your way along the swinging stone platforms. The jump you'll make here is tougher than those in Volby Level 1-B.



LEGEND	
25% Health	+ Cave
Full Health	+ Water
Ultra Health	+ Ground
Bridge/Ladder	+ Lava
	+ Electric Field



+...14 ▾...18



Box of Shotgun Shells

+...9 ▾...19



Level 1-B

Level 1-B is usually the last warp new players find in the game. Grab the Ace Shotgun and keep across the logs until you can see the dinosaurs standing in

the shadows. Dispatch all three of the enemies before you advance to the exit. You'll find a box of Shotgun Shells over the end of the level.

AERO FIGHTERS ASSAULT

SPEED: Km

1500

1400

1300

1200

1100

ALT: Ft

300

200

100

0

Welcome to Operation: Project Blue. You are a member of the Aero Fighters, an elite wing of a multi-national, peace-keeping force created by the United Nations to maintain order throughout the world.



Just months ago, a massive bomb was dropped on Antarctica. Our agents have traced the origins of this heinous crime to a mysterious military organization called Phantia Morgana.

The superheated air from the explosion has melted most of the ice around the earth's south pole, forcing living areas and harbor cities throughout the world are completely flooded by the rising oceans. You've probably seen the world news reports on the disasters in Tokyo and New York City. The armed forces of every nation throughout the world are working

together to save the beleaguered nations.

Unfortunately, this enormous rescue effort is all part of Phantia Morgana's plan.

As the military fleets move in to save citizens, the world's most vital and strategic resources are left undefended.

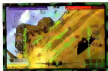
We're currently tracking at least four major hostile threats unfolding in different corners of the globe. Project Blue's Aero Fighters team is the only defense unit in the world that can be deployed to engage the enemy. So far Phantia Morgana has managed to keep us resting—we know of these four crisis situations, but everyone is anticipating more. Any one of these threats could be a diversion or a deadly trap. We know that the odds against you seem overwhelming. But, truth be told, you're the only hope left for the world.

A NEED FOR SPEED

Strap in and grab your pre-flight checklist. You're about to be catapulted into the unfriendly skies against the wickedest and wiliest pilots and the deadliest and most diabolical devices ever assembled for conventional warfare.

Aero Fighters Assault, a joint project between Paradigm Simulations and Video System Company Ltd., is a high-flying game

elegant play control, and a compelling plot delivered on a realistic flight physics model.



It's three parts flight simulator and one part arcade shooter. The formula for this exciting game's appeal and anticipated success is an even blend of astounding graphics,

While other jet combat flight simulators and games are structured around the conventional weapons of the Cold War, Aero Fighters Assault smashes this over-used concept with a diverse, multinational mix of aircraft on both sides of the former Iron Curtain. Flights of American-made F-14s take to the air to do battle against a squadron of American-made F-22s. A line of Russian-made SU-35s



"Target verified at ten o'clock. Range 6000," your radio crackles. Time to get up close and personal with the rattlers and scorpions. You dive for the deck, your wing tips nearly scraping the canyon walls. Jagged sandstone screams by your head at Mach 5 as your afterburners incinerate the desert sand. A twisted piece of wreckage flashes past your plexiglass canopy. Even the slightest twitch at this altitude will be disastrous, but the danger is worth the risk when you consider the swarms of surface-to-air missiles (SAMs) waiting for you just fifty meters higher.



F-14B TOMCAT

MAWIK



Introduced in 1973, the Pair-Sharp (pronounced F-14B) Tomcat is a twin engine fighter with variable geometry wings. The wings automatically sweep during flight,

allowing excellent maneuverability at high and low speeds. Despite its venerable age, this aircraft remains the backbone of the US Navy's fighter support.



Length: 19.1 Meters
Span: 18.5 Meters
Max Speed: Mach 2.34
Power Plant:
Two Pratt & Whitney
1120 F-404 Engines



FS-X

HEIN



The Lockheed Martin FS-X, also recognized as the Japanese F-2, is a joint fighter development project between Japan and the US. The FS-X will be a

multi-role fighter in the Japan Air Self-Defense Force. The aircraft's design is based on the F-16, but the FS-X features more composite materials and a larger wing area.



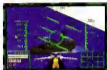
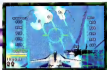
Length: 15.00 Meters
Span: 10.00 Meters
Max Speed: Mach 2.05
Power Plant:
Two General Electric
F405 GE TF Engines



their real-life counterparts, but if you don't like the pairing in story mode, or if you're looking for a Cold War-style confrontation, you can pick your fighters and your fights in two-player, Death Match mode.

Whether you're scything leaves at treetop level or punching holes in the ozone near the threshold of space, the intricate and scenic details in Aero

Almost to the primary target. You ease back on the stick and put a little altitude under your feet. Parallel vapor trails streak off your wings. The Heads Up Display (HUD) and look-down radar are clear. Perfect. Almost. Your plane wobbles as your wingman pulls up in front of you.



Ocean. The game delivers stunning graphics at real-time speeds.

Watch out for the jet wash of the other planes around you—



Fighters Assault will leave you cranking the dial on your oxygen mask airflow controls. Take a supersonic tour of Tokyo's landmarks. Pull the trigger and watch an abandoned building implode and tumble directly in front of your nose cone—you can even stir up the dust cloud flip through wisps of cirrus clouds in the stratosphere. Kick up sea spray as you slide between the deep swells of the Pacific.



Aero Fighters Assault's physics model is so realistic that you'll experience turbulence while flying close to other aircraft. After taking to the air in PilotWings 64, the developers at Paradigm pushed the envelope of their N64 programming skills to cross-phonic heights. The game includes the flight characteristics of more than a half dozen contemporary and futuristic jets. And if programming goes as planned, you'll be able to heighten your flying experience by plugging the N64 Rambler Pak into the base of your controller so you'll feel the impact of modern air combat.




THE ARMY OF PHUTTA MORGANA

If there's not enough danger to worry about in the air, the legions of Phutta Morgana's ground forces are insulated with the best armor and weapons technology in the world, and they're more than prepared to deal with the Aero Fighters team. Their T-80U battle tanks, ZSU-30/2 mobile air defense platforms and AH-1 Cobra Attack Helicopters are equipped with the latest and most lethal assortment of anti-aircraft weapons ever aimed at the skies. Your Heads Up Display and radar will alert you to the positions of these units, but it's up to you to take evasive action. How will you react when the bright tracers punch holes through your composite wings? We'll spare you the hideous details about the enemy's surface-to-air missile networks.







SU-35 SUPER FLANKER



Unleashed at the 1993 Paris-Bonn Air Show, the Russian Saatchi SU-35 is an advancement of the multi-purpose SU-27 "Flanker" that Super Flanker has weight savings than the SU-27, with an enhanced target tracking system. The SU-35 evades an effective balance between ground attack and air-to-air roles.

Length: 21.14 Meters
Span: 11.73 Meters
Max Speed: Mach 2.3
Power Plant: Two Ilyushin AI 3300
Approved: Excellent

A-10A THUNDERBOLT II



The Fairchild A-10A was first produced in 1975. It has a phenomenal maneuverability at low speeds and can sustain incredible amounts of damage from enemy fire without affecting performance. The aircraft's enhanced sensor makes it ideal in ground attack roles against armored vehicles and navigating robotic monsters.

Length: 16.14 Meters
Span: 17.1 Meters
Max Speed: Mach 1.58
Power Plant: Two General Electric T134 GE-900 Engines




TURN AND BURN



In combat in the Information Age consists of making more decisions than your

brain can process in half a heartbeat. That's why most PC flight simulators crash and burn on the virtual tarmac. It's impossible to hunt and peck for function keys or consult an inch-thick manual when you have a heat sealer seconds away from snuffing out your exhaust pipe. Aero Fighters Assault was designed with an effective balance between flight control features and advanced weapons systems. You spend less time learning and more time flying. Players with a rudimentary knowledge of flight mechanics can jump into the middle of a dogfight on the day of their first mission. Even if you just learned what "HUD" and "SAW" stand for, your basic survival instincts and a little spatial thinking will get you by so you can live to fly another day.

The developers at Video System have packed a compelling story line, entertaining characters and diabolical mechanical guardians into the

An alarm resonates through the cockpit. You sweep around and check the view over your shoulder. A missilecock later your blood freezes in your veins: two serpentine vapor trails from a pair of inbound missiles are winding toward your starboard wing. Do you deploy radar-debating chaff? Or do you yank back on the control stick and try some fancy diving at twice the speed of sound?

FSX



game, transforming Aero Fighters Assault into a beach of fresh air among the standard flock of carbon-copy flight combat

F-11



simulators. Every pilot in the game has a background and reason for fighting

Phutia Morgana. As you progress through each level, you'll encounter massive machines of mayhem and learn more about the enemy's

plan to rule the world. The victory conditions for each stage vary, so players meet up with a wide variety of scenarios and surprises. Mission goals range from defending strategic strong

A huge red blip juts onto your HUD horizon. You've never seen anything like this blip. It's a metal behemoth straight from the collective masterminds at Phutia Morgana. This thing is spraying more fireworks than New York City on Independence Day—and most of the rockets' red glare is aimed directly at you.

points to mounting ground assaults against hardened targets to wiping out the unbearably dense.

Aero Fighters Assault's extensive details, features and high replay value will appeal to a large audience of inquisit flyers. The varied

R-10



F-22A

The F-22A was designed to replace the F-16 as the US Air Force's air superiority fighter. Because the F-22 has a stealth profile designed to evade radar detection,



the aircraft's placement is carried in several small computer files.

Length: 71.55 Meters
Span: 47.9 Meters
Max Speed: Mach 1.8
Power Plant: Two Pratt & Whitney F119 GE-109 Engines

SU-26

The SU-26 Sukhoi "Frogfoot" is the Russian counterpart to the A-10 Thunderbolt II. The SU-26 was introduced in 1976 and later modified after deployment as an Afghanist



This air-powered aircraft was designed for ground strike missions.

Length: 34.1 Meters
Span: 38.8 Meters
Max Speed: Mach 0.8
Power Plant: Two Sukhoi R-39 Engines

EUROFIGHTER 2000

The Eurofighter 2000 was built by a consortium of British, German, Italian and Spanish aerospace corporations. The fighter's light, composite airframe and powerful engines make it ideal for air-to-air and air-to-ground



Length: 45.1 Meters
Span: 35.5 Meters
Max Speed: Mach 2.0
Power Plant: Four Eurojet EJ2000 Turbofan Engines

THE DANGER ZONES

Before the fate of the world is decided, the Aero Fighters team will confront the forces of the Mega-Morgans. While this game is still in development, Nintendo Power was able to get a sneak preview of a handful of the formidable stages. Keep in mind that these missions may be altered or revised before the game is released.

The ground spins over your head as you roll toward the earth. Your intercom squeaks as your wingman takes a hit and spins out of control. No time for sentimentalities—you have a fraction of a second to adjust your sights before the mechanized monster streaks underneath you. Bombs away. The black cylinders shimmy like raincoats in the slipstream, then spiral downward on a one-way trip to oblivion. You roll left and hit the afterburners. The world ignites behind you. Milliseconds later you're racing ahead of the edge of a titanic, white wave of compressed air, heading for the safety of home. This mission is accomplished, but your war is far from over.

missions, multiple game modes, multi-player matchups and hidden enemies and characters will keep jet jockeys airborne for hours. If you like flying F-22 games, or if you've always wondered what it's like to slice the ground blue just you at twice the speed of sound, make sure you get a lock on this astounding title this summer.



TOKYO

The Metropolitan building is under attack by the super-Mega Saber XX, Plasma Morgana's Heavy Armed Walker. Watch where you're shooting or you'll permanently remodel Tokyo famous landmarks.



SKY

A squadron of stealth bombers starts the storm like a legion of unseen warthogs. Our ground radar installations can't track this threat, but the Aero Fighters will scramble to intercept when we establish visual contact.



DESERT

Monument Valley is bristling with columns of enemy armor and artillery platforms. We don't know the enemy's plan, but we've determined that the locale's command center is located inside a massive Super Tank.



THE PACIFIC

A Plasma Morgana armada is launching somewhere in the Pacific Ocean. Satellite imagery indicates that a vulnerable dreadnought is in the fleet. If not destroyed, the vessel will dominate the world's trade routes.



BLAST CORPUS

Nintendo Power and Dark Horse Comics team up to bring you a three-part comic book adaptation of the story behind the hit Nintendo 64 game, Blast Corps. Part one introduces the Blast Corps team and sets up their mission to save the world from nuclear annihilation.



EPISODE ONE: JUGGERNAUT

...THE MUNCHIE SAYS
PRETTY BOY, PRETTY BOY, AND
THE FIGHTS RESEARCH, 'AFTER
4X MONTHS AT 50% HEURE,
LOOKING PRETTY GOOD YOUR
SELF.' GOOD ONE!





YEAH AS GOOD AS THE LAST FIVE.



WHAT THE HECK IS THAT?



OH, HECK, THIS IS BAD!

I THOUGHT THEY SAID THE THINGS WOULD BE SAFE UNTIL WE GOT THERE!

YEAH, WE SHOULD HAVE KNOWN BETTER.

SO WHAT ARE WE SUPPOSED TO DO?



WE'RE GETTING OUT OF HERE WHILE WE STILL CAN. PULL OVER!



KAPERS, THIS IS OPERATION SPREADHEAD COMB IN PLAY! I WANT TO SPEAK TO COL. BARKER!

RECKONING YOU SPREADHEAD I'M NOT NOT SURE COL. BARKER IS-



Refers Military Base
The office of Col. Barker.



WITH RESPECT, SIR,
IF YOU WROUN'T CUT OFF
OUR FUNDING FOR
YOUR OWN...

BUT
WE DIDN'T
EVEN--

DON'T
EVEN BOTHER
TRYING TO PASS
THE BUCK, 'COT YOU
AND YOUR PERISHED
TEAM WERE REALLY
DONS FOR BUCKE
THIS TIME.



THAT'S ENOUGH! NOW YOU LISTEN
TO ME. AS FAR AS BUCKING IN THIS
C-66, IS CONCERNED YOU ARE DIRECTLY
RESPONSIBLE FOR WHAT HAPPENED TO
BREATHBAX.

NOBODY
WANTS TO
HAVE YOUR
EXCUSES.



FACE IT, BUCK,
WHEN IT COMES
TO THE GRUBB,
IT WAS YOUR
MEN WHO
COULDN'T
MAKE A
SHITTY
MIDDLE.

HAS IT
EVER OCCURRED
TO YOU, SIR, THAT A
LOT OF PEOPLE THINK
THIS COUNTRY'S ALREADY
GOT MORE MUCKLES
THAN IT NEEDS?



YOU'RE
IN ENOUGH
TROUBLE AS IT
IS, SON. DON'T
MAKE IT
WORSE.



LOOK
HIM UP.

ALBET
THE AUTHORITIES,
CAPTAIN.

YES,
SIR.

THIS IS
THEIR PROBLEM,
NOW.

"AUTO PILOT ENDED
BECAUSE OF LOW FUEL
- THIS IS NOT GOOD"



ALRIGHT,
GOT IT



WERE
ON IT
GUY



AMBER
WHAT'S GOING ON?
WHY'S EVERYBODY
BUNNIN' AROUND LIKE
THEIR BUTTS ON
FIRE??



HASNT ANYBODY
TOLD YOU?
TOLD ME WHAT?
PEOPLE ARE
MOVING TOO FAST
TO GIVE ME AN
ADVANCE
UNLESS I
KNOW THE
FIRST ALL I
KNOW IS
WE GOT
ANOTHER
CALLOUT



WE GOT
TROUBLE
AND IT
INVOLVES
RAPIDS



I'M SORRY
WES I DIDNT
REALIZE
YOU WERE
STILL IN THE
DARK



NO PROBLEM,
GIVE GUY
WHAT'S UP?

OH MY



Editors: With the mention of that plane cover the deluge of memoros

There is little he can do to hold back the painful recollections...

...always the zeros, as devastating as the day the accident occurred.

Amber and the crew left Bester high and dry and fissioned Blast Corps. Winsley was taken on as one of the team's technical advisors. Life was looking up for the man.



HIS VEHICLES HIT A LANDMINE. HE SHOULD BE OFF IN SPACE FOR THE LEADS.

I'M ASKING THE BAD NEWS LIEUTENANT YOU WANT WALK AWAY.

THE FACT IS, SON, YOU'RE JUST NO GOOD TO US ANY MORE. WHAT DO YOU WANT US TO DO, PAY A CRIMINAL TO SIT ON HIS BACKSIDE ALL DAY?

YOU CAN KEEP YOUR JOB, BARKER! WE'RE THROUGH WITH YOU!



YOU DON'T!

YEAH, JUST GREAT, SO ON.

WINSLEY, THE ADMIRALTY'S ESTIMATED COLLUSION NUMBER.

WINSLEY, CLARK, TWO SUSPECTIVE NUCLEAR INSPELORS WERE ON THE WAY FROM THE LABS AT BARTERS TO THE ONLY DETENTION SITE BAR ENGLAND.

TO HANDLE THE JOB RIGHT ASKING THE COUNTRY!

THE SCENE WHICH EXACTLY WHAT HAPPENED, BUT THE CRIM WALKED OUT AND THE CRIMINALS STUCK ON A DIRECT COURSE, YOU HAVEN'T IT, THE TRUCK IS GOING THROUGH IT!



DON'T TELL ME, THE MURDERERS ARE SET TO BLOW RIGHT!

WHENOT WE KNOW WHERE THE TECHNOLOGY IS BEING DEVELOPED? SERVICE BUS HAVE BEEN NOTIFIED. THE REPORT IS UP TO YOU.



DID YOU HAPPEN TO NOTICE HOW MUCH OCCUPIED LAND THERE IS BETWEEN THE CARRIER AND THE BLAST LINE?

THAT'S OUR PROBLEM, AND NOW, LET'S SEE IF SPIKE IS UP FOR THE

TO SPIKE ANYONE WANTS TO TALK TO YOU.



HEY, SPIKE SINGS HEING TRAVELS FAST AROUND HERE, YOU'VE PROBABLY ALREADY HEARD ABOUT THE RUNAWAY NUCLEAR MISSILE CARRIER.

THERE ARE WHOLE CROSS IN ITS WAY, AND ALL IT NEEDS IS ONE GOOD BUMP IN THE ROAD TO GET IT OFF.



WHAT DOES ANY OF THIS HAVE TO DO WITH US?



THINKING TO YOU AND CLARK WERE THE ONLY ONES WITH THE TECHNOLOGY TO STAND A CHANCE.



IS ANY OF THIS SINKING IN, SPIKE?

YEAH, WITHOUT OUR HELPER A LOT OF INNOCENT PEOPLE GO BOOM. I HAVE TO GO. AWWWW. I GOT WORK TO DO. IF THE VEHICLES ARE GOING TO REACT IN AN HOUR.



CIMON, SPIKE, A RUNAWAY NUCLEAR CARRIER. THE POLICE CAN CLEAR OUT OKLAHOMA, BUT THEY CAN'T STOP IT. RADIATION LEVELS ARE TOO HIGH.

UNLESS IT RUNS OUT OF FUEL, WHICH WE'VE BEEN ASSURED IT WON'T. THE CARRIER'S GOING ALL THE WAY TO ITS DESTINATION SITE.



HIDE
GUNS THAT
DRIVE

CLARK, GET PROOF
NASH ON THE HORN.
LET'S SEE IF OUR BOY
WONDER IS HUNGRIER
IN CHANGING A TIRE
SOUNDING FOR US.

THIS
IS THE
BIG ONE.
HURRY!

REAL
BIG AND
REAL
DANGEROUS

YOU
THINK
WE'RE UP
TO IT?



CREDITS
Written by Tom Sengstack
Pencilled by Pop Maki
Inked by Nicolas Mazzarelli
Colors by Network Inc.
Lettered by Tom Breweck
Edited by Maloney Crawford
Cleveland
<http://www.dh.com/>
Dark Horse comic metallica-
tion produced by Dark Horse
Comics, Inc.



"WELL, YES, AND BEYOND SO."

END OF PART ONE



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ARENA

NP'S

7 2 3 4 5 6



2-DIMENSIONAL ACTION GAMES

FRIDAY APRIL 14 1995



GET AWAY WITH IT

CHALLENGE #1

SUPER MARIO 64

The great Mushroom Kingdom treasure hunt continues in this month's Arena. This is flying leap into the Wind-Drift World painting on the upper floor of the castle and see how many coins you can nab. Whether you start swimming at the top or climb up from the bottom, your junk is going to be put out for you—and you already know what happens when you jump into the top half of the painting, right? The first 50 top coin collectors pocket four Super Power Stamps, good for a shiny coin gem in the Nintendo Super Stamps Catalog.

CHALLENGE #2

WAVE RACE 64

Can water catch fire? Well, beginning to wonder after Tommy Yoder of Redwood West Virginia and Japhet Sintono of San Francisco, California based up Southern Island's course this month. Nobody else came close! Aam's Wave Race 64 Challenge Circuit gets underway this month with a three-lap ride around the Blk, racing corridors of Port Blue. You'll need nine-inch nails to keep a grip on your wheelie through those intense turns. Looking for a tip for a top time? Try racing on calm water. The 25 fastest times below this Gothic scene with four Super Power Stamps.

PORT BLUE

RANK	LEVEL	TIME	TIME
1	WYDER	1:01	1:01
2	WYDER	1:01	1:01
3	WYDER	1:01	1:01
4	WYDER	1:01	1:01
5	WYDER	1:01	1:01
6	WYDER	1:01	1:01
7	WYDER	1:01	1:01
8	WYDER	1:01	1:01
9	WYDER	1:01	1:01
10	WYDER	1:01	1:01

CHALLENGE #3

SHADOWS OF THE EMPIRE

The seven fingers in the Shadows of the Empire this month was a great and fun challenge. How did you do? Get out all the Fighters and Warriors in the Star Wars Field stage while collecting all six challenge points? Just like our match, you have to play this mode on the Jedi difficulty setting. To collect the six challenge points, you'll need to blast away all the red asteroids in this level. Send in a photo of the stage and scores with your best time. The 25 Rebel leaders with the best times will be sent to hyperspace with four Super Power Stamps.

Planet Luke Skywalker



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Level 1

Time

04:04

Challenge Points

6 of 6

SPORTS GAME MATCH

It's mix and match time again! How well do you know your sports games? Pump up your brain cells by matching these sports heroes with the game title named in their honor. This quiz is strictly just for fun, so don't stress out if you can't make all the matches. The answers will be in next month's Arena.

Wayne Gretzky's
Frank Thomas
Charles Barkley
Bill Laimbeer's
George Foreman's
Brett Hull
Mark Davis
Ken Griffey Jr.'s
Jimmy Connors
Roger Clemens

MVP Baseball
Shut up and Jam
K.O. Boxing
Winning Run
Hockey '95
Pro Tennis Tour
3-D Hockey
Combat Basketball
Big Hurt Baseball
The Fishing Master

WAY B

WAVE RACE 64

Best Games for 64-ops (most Southern Mail Volume 91)

Nancy Roper Liplet Springs	Salisbury, WV	1:14.52	→
N. Shandole	Mellard, OH	1:18.303	
Mark Thompson	Mayrsville, MI	1:19.252	
Scott Eason	Stoughton, WI	1:20.025	
Jonathan Coble	Saltville, VA	1:20.128	
Chris Anderson	Cerritos, CA	1:20.749	
John Hoplefish	Sakatoon, SK	1:20.748	
Aaron Kiser	Huntington, IN	1:20.790	
D. DeGastelo	Talala, CA	1:21.010	
M. Ashworth	Nashville, TN	1:21.059	
A. Wulfschlaeger	East Landersville, FL	1:21.059	
David Husack	Springfield, VA	1:21.467	
Fred Wood	Billings, MT	1:21.971	
Kyle Howell	Regras, SC	1:22.332	
Cliff May	Esparza Niguel, CA	1:22.478	
Dean Acry	Blountstown, MN	1:22.644	
Don Britton	Chewee Island, OH	1:22.651	
Brent Young	East Creek, MD	1:22.952	
Danny Corbin	St. Louis, MO	1:23.300	
Caroline Bell	Harrods, NC	1:23.378	
Brian Wilson	Clintonville, CT	1:23.457	
C. Kaiser	Toronto, ON	1:24.149	
Trik Vau	Stoughton, CA	1:25.283	
Steve Muller	Staten Island, NY	1:26.312	
Seana Motton	Floral, NC	1:26.321	
Chris Richardson	Rosa Kates, IL	1:26.478	
Jonathan Fisher	Albany, NY	1:26.938	
John Rogers	Malden, MA	1:27.712	
Chris Schouler	Harriet, CA	1:28.089	

WAYNE GRITZKY'S 3-D HOCKEY

Most goals in a 20 minute period against the computer (Volume 94)

Case Dewery	Fairfield, OH	115
Alan Budan	Owen Sound, ON	94
Gary Devarona	Milms, IL	89
Cliff Pham	New Brunswick, PA	71
J. Redman	Chickasha, OH	58
Scott Eason	Stoughton, WI	51
Aaron Cantico	Chickasha, OH	50
Mark Lanza	Albert Lea, MN	44
Sean Hizo	Brighthelm, MA	42
Greg Boehman	Mayville, KY	40
Top Turner	Elwood, NY	36
C. McCrey	Suze Ferry, NJ	36
Jonathan Harkus	Waldorf, MD	29
Grant Donahue	Avoca, CA	25
Michael Taylor	Sydney, NS	25
Ryan Corporation	Allen Park, MI	24
Trak Bretherton	Blythe, CA	21

SUPER MARIO 64

Collected 151 coins on Big Boo's Island (Volume 92)

Berkley Abnerode	Hopewell, VA
Josh Anderson	Deerfield Lakes, MN
Seib Bester	Cardford, NM
Gregory Bamberger	Tampa, FL

Write your name, address and Member Number on the back of your photo. Challenge your friend this issue must be received no later than July 31, 1997. The top performers receive Super Power Stamps

Scott Lewis
Zach Bell
Thip Frost
Will Cole

Michael Connors	Jonathan Cornea
Richard Clark	Andrew Connolly
Michael Cicco	Michael Cicco
David Deigan	Joe Dalaway
Chris Eaton	Chris Eaton
Taylor Fawcett	Nival Fawcett
Wesley Foster	Wesley Foster
Shane Garcia	Hala Goodman
Chris Gray	Richard Griffith
5 S & E. McElroy	Kerenski Haysack
Kevin Kawaika	Jan Kolbier
Matthew Lewis	Wesley Little
Eric Lopez	Brad Loggans
Grand Martin	Greg Mathews
Conary Mathews	David Miller
Mike Mueller	Wille Novacek
Charles Ng	Charlie Ng
Clayton Pavia	Tyler Reynolds
Nathan Egg	Dusty Roberts
Joe Sandino	Luke Schaban
Kevin Sepe	Nick Sepe
Wilson Segel	Jeffrey Spika
Jonathan Stark	Stephyn Thomas
Conrad Tuttle	Travis Norga
Kevin Woodell	Ricky Williams
David Yavon	Aniello Zampella
Daniel Zuck	

South Fulton, MS
Carpasville, PA
Waco, Lubbock, GA
Woodstock, NY
Grand Valley, TX

Andrius, CA	Polina, SC
San Jose, CA	Levellon, NY
Richmond, NY	Indywater, MA
Richville, AR	Hamilton, ON
Richland, WA	Michigan, MI
Victoria, TX	Hudsonville, MI
San Valley, CA	Whit Jefferson, OH
Kingston, PA	Teaswands, NY
Orlando, FL	Kenneth, WI
New Roseville, TX	Talpa, TX
Quakertown, PA	Quakertown, PA
Ottawa, IL	New Hartford, NY
Laega, FL	Pittsburgh, PA
Cumby, LA	Cumby, LA
Stratport, PA	Stratport, PA
Montgomery, IL	Hamberg, NY
St. Paul, MN	Orlando, FL
Holtville, NY	Colburn, MI
Kalamazoo, MI	Calgary, AB
Houston, TX	Crown Point, IN
Fortran Hills, AZ	Keller, TX
Paulsboro, WA	Georgetown, KY
Bryson, NJ	Louven, ID

Stevens Cape
Steve Sanders
Steve Glatton
D. Anderson

Janet Bold	Steve Adams
Evan Rose	Wendell, WA
Steve Krayer	

Colleton, TN
South Jerseyville, NY
Bris, TN
Trenton, NY

2:14.422	2:14.422
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PRINCESS 64

Top times on the Princess's Secret Slide (Volume 91)

Michael Brubaker	Crystal Springs, AB	0:16.00
Eric Davarty	Virginia Beach, VA	0:16.00
B. Briffon	Yakima, WA	0:16.00
Aaron Rosen	West Alexander, PA	0:16.00
John Bales	Livingston, NJ	0:16.00
Kelly Rogalski	Madison, ON	0:16.10
John Kaban	Davies, IL	0:16.10
Jason Crooner	Goleta, CA	0:16.10
Justin Gonde	Goleta, CA	0:16.10
Jason Gones	Madison, VA	0:16.10
J. Hunsinger	New Orleans, LA	0:16.20
Charles Brown	St. Mary, BC	0:16.20
Jason Fort	Brading, CA	0:16.20
Jonathan Hall	Charleston, VA	0:16.20
Tom Terwillig	Monroeville, CA	0:16.20
Will Ryan	Fort Jeff Station, NY	0:16.30
Nathan Oberlin	Darwin, CA	0:16.30
Scott Connis	Englewood, MA	0:16.30
Matthew Gander	Dallas, TX	0:16.30
Michael Gyro	Huntsville, AL	0:16.30
Toby Laine	New York, NY	0:16.30
Larry Marsh	San Dimas, CA	0:16.30
Josh Frowst	New Roseville, TX	0:16.30
David Kozlans	Yard, WA	0:16.30
Eddie Schieler	Luxemburg, FL	0:16.30
St. Sutherland	Madison, NJ	0:16.30
Mark Wiscak	Madison, NJ	0:16.30
Steve Blank	Waterford, PA	0:16.40
Steve Garcia	Grand Haven, MI	0:16.40
Jonathan Lakin	Seattle, WA	0:16.40
Mark Meyer	Paulsboro, NJ	0:16.40
Nathan Rogg	Amityville, IL	0:16.40
Jeffrey Stewer	Pelee, CA	0:16.40
Rob Smith	Middleton, CT	0:16.40
J. J. Giesmann	Marionetteville, ON	0:16.40
Charles Taves	Evans, NY	0:16.40
Carlo Basso	Los Angeles, CA	0:16.40
Kevin Wang	South River, NJ	0:16.40
C. Wilson	Bram, NY	0:16.40
Ernie Blodgett	Vincennes, IN	0:16.40
David Rayley	Washington DC	0:16.40
J. Schuler	Cleveland, OH	0:16.40
Chris Hesse	Waukegan, MI	0:16.40
Steve Dallas	Madison, CA	0:16.40

WAVE RACE 64

Best Games for 64-ops (most Sassy Beach Volume 92)

Robert Gordon	Phoenix, AZ	2:03.246
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Include your Super NES or N64 in the photo of your high score. Don the lights and don't take a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface.

Address entries to:
POWER PLAYERS ARENA
P.O. BOX 37233
REDWOOD, WA 98073-5733

MEGA MAN THE DELUXE DATABASE

With Majesco's rerelease of Mega Man X for the Super NES, we knew it was time to give readers the complete Mega Man story, right down to complete charts showing which weapons to use on all the robots ever to take on the Blue Bomber.



The Eight-Bit Beginning

Nearly ten years ago, on a cold day in December, the first Mega Man game arrived on store shelves just in time for the holiday season. At that time, no one could have imagined that this diminutive robot would go on to star in sixteen Nintendo games, including a soccer title, on three different platforms. The Blue Bomber has appeared in more games for the 8-bit NES system than any other platform. We couldn't stop playing these great NES hits during our article research. So before we cover the recent Mega releases, we wanted to make a leap down memory lane and show you the significant firsts at the beginning of Mega Man's illustrious career.

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THE ORIGINAL 8-BIT MEGAMAN FROM 1987. CAPCOM USA INC.



THE FIRST MEGA MAN TO BE THE MAIN CHARACTER OF HIS OWN GAME.



NES

MEGA MAN II

MEGA MAN

Boss	Use	Weakness
Cut Man	Regular	Cut Man
Guile Man	Regular	Cut Man
Fire Man	Cut Man	Fire Man
Ice Man	Fire Man	Ice Man
Flame Man	Ice Man	Flame Man
Goomb Man	Fire Man	Bomb Man
Rock Man	Fire Man	Rock Man
W. M. Clone	Regular	
Submarines	Regular/Cut Man	
Dr. Wily	Fire Man	

Boss	Use	Weakness
Bubble Man	Bubble/G. Bomb	Bubble Lead
Flash Man	Metal Blade	Fire Stop-Jump 2
Quack Man	Regular	Quick Bombing
Metal Man	Regular	Metal Blade
Air Man	Regular	Air Shooter+Item 2
Crash Man	Air Shooter	Crash Bombing
Heat Man	Bubble Lead	Atomic Fire+Item 1
Dropper	Regular	
Clock Room	Regular	
Isot	Regular	
Crash Bomber	Crash Bomber	
Dr. Wily 1	Metal Blade	
Dr. Wily 2	Bubble Lead	

MEGA MAN III

Boss	Use	Weakness
Top Man	Hard Knuckle	Top Spin
Scorch Man	No Cannon	Search Bomb
Genie Man	Search Bomb	Genie Laser
Blizzard Man	Genie Power	No Cannon/ Jet
Shadow Man	Top Spin	2-Blade/2-Weapon
Spark Man	Search Bomb	Spark Shock
Magnet Man	Spark Shock	Magnet Whistle
Hard Man	Magnet Whistle	Hard Knuckle
Dr. Wily	Hard Knuckle	

Guts Man/Mega Man

Only Dr. Wily gave players more trouble than Gutsman in the first Mega Man game. More than a few of Nintendo's original game counselors cut their teeth helping colors defeat him. The trick to crushing him is to leap into the air just before he uses his Earthquake attack, then return fire with your normal bullets.



As Gutsman was one of the first video game boss characters equipped with a seismic attack, you need to leap into the air to avoid being stunned by the ground-pounding assault.

Gemini Man/Mega Man II



Pick up the Energy Cannon the Gemini steps before you take on Gemini Man. Then activate your Search Snake weapon.

Gemini Man is twice the trouble for Mega Man since he divides into two enemies. The Search Snake is the ideal weapon to use on him. If you pecked up the energy tank on your way into the chamber, the odds are slightly in your favor. Stand on the left side of the room and blast away until Gemini splits for good.

Knight Man & Wind Man/Mega Man V



The design concepts for Knight Man and Wind Man are based on suggestions mailed in from readers for Nintendo Power's Robot Design Contest in Volume 44. The diabolical duo spring up in Mega Man V, the last Mega title produced for the NES. Mega Man's Mega-Buster will crush both of these characters, your main concern should be jumping over or evading their long range attacks.

MEGA MAN V

Boss	Use	Reward
Whee Man	Mega Buster	Wave Cannon
Star Man	Wave Cannon	S. Cross's Arrow
Gravity Man	Star Cogset	Gravity Hold
Gyro Man	Gravity Hold	G. Attack Jet
Crystal Man	Gyro Attack	Crystal Eye
Negeln Man	Crystal Eye	Negeln Bomb
Stone Man	Negeln Bomb	Power Stone
Diagna Man	Power Stone	Charge Kik
Paik Robot	Super Arrow	
Tank Robot	Wave Cannon	
Geoy Robot	Crystal Eye	
Fillar Robot	Crystal Eye	
Dark Robot	Jet	
Crucy Robot	Gyro Attack	
Dr. Wily 1	Mega Buster	
Dr. Wily 2	Super Arrows	
Dr. Wily 2	Jet	

Mega Man Classifieds

Mega Man isn't a collection of old Mega games, but a place where the best Mega games—those that have been identified in our "Identified Information" while in search folders of things throughout collections, we managed to find all item references to the codes and "links" that have ever appeared in Nintendo Power.

Year	Issue	Item Code
80	Mega Man X	Super NES
80	Mega Man III	Super NES
81	Mega Man X2	Super NES
82	Mega Man	Super NES
87	Mega Man VII	Super NES
88	Mega Man X3	Super NES
79	Mega Man VI	Super NES
75	Mega Man X2	Super NES
72	Mega Man X2	Super NES
66	Mega Man X	Super NES
59	Mega Man IV	Game Boy
58	Mega Man III	Game Boy
50	Mega Man V	NES
20	Mega Man III	NES
27	Mega Man III	NES
27	Mega Man III	NES
24	Mega Man III	NES
22	Mega Man III	NES
12	Mega Man II	NES
11	Mega Man II	NES
10	Mega Man II	NES
9	Mega Man II	NES
8	Mega Man II	NES
8	Mega Man	NES

MEGA MAN VI

Boss	Use	Reward
Temp Man	Mega Buster	1. Most All Power
Plant Man	Blizzard AB	2. Pine Leaf Jet
Smoltron	Power Armor	3. Mr. Smoltron's
Emerald Man	Mega Buster	4. Emerald Saber
Knight Man	Mega Bente	5. Knight Crash
Centaur Man	Mega Bente	6. Centaur Flash
Blizzard Man	Flare Blast	7. Blizzard Attack
Wind Man	Mega Buster	8. Wind Storm
Dr. Wily	Mega Buster	
Dr. Wily	Mega Buster	

MEGA MAN IV

Boss	Use	Reward
Toad Man	Drill Bomb	Aqua Fish
Ernst Man	Bomb Fish	Hard Stupper
Pharaoh Man	Ray Stinger	Pharaoh Shot
Ring Man	Ringok Shot	Ring Spinning
Dial Man	Ring Bomber	Dial Crusher
Shell Man	Dial Crusher	Shell Bomber
Dive Man	Shell Bomber	Dive Missile
Dial Man	Dive Missile	
Dr. C.	Dial Crusher	
Dr. Wily 1	Mega Buster	
Dr. Wily 2	Pharaoh Shot	

Dr. Wily Strikes Back

After four years of having his creations blown to bits on the NES, Dr. Wily sought revenge against the Blue Bomber on the Game Boy. The game was so popular that it was re-released two years later. Mega Man V is the first portable Mega Man title to feature Super Game Boy enhancements. Many stores still sell most of the games on these two pages.



Fire Man Mega Man II

Fire Man has a burning desire to melt Mega Man's circuits. To defeat him, counterattack with a weapon from the opposite end of the thermometer. Five blows from Ice Man's Ice Slicer will cause Fire Man's explosive temper.



Fire Man's pattern is easy to anticipate. Count and attack when you leap over his shots.

Metal Man Mega Man II

Metal Man leaps when you shoot at him. His evasive strategy will work for you if you time your second shot so it hits him as he lands. Double your damage by activating your Clash Bombs.



Spark Man Mega Man III

Spark Man's electrifying charges are tough for players to avoid, especially since there is no safe spot in his chamber. Your last defense against this walking sparkplug is to keep running and firing your Mega Buster continuously throughout the battle. Spark Man shoots out after you plug him six times.



You'll fry if you're foolish. The key to defeating Spark Man is to keep moving constantly while firing your Mega Buster. His randomized tactics are a real test of strategy. Only Mega Man likes.

GAME BOY

MEGA MAN I

Dr. Wily's Revenge

Item	Use	Acquired
Cut Man	P. Cannon	Rolling Cutter
Ice Man	Ice Slicer	Transfer Beam
Fire Man	Ice Slicer	Fire Storm
Go Man	P. Cannon	Ice Slicer
Heat Man	Subzero Lead	Avalanche Fire
Flood Man	Ice Slicer	Time Stopper
Crash Man	Fire Storm	Q. Beam Cannon
Bubble Man	Q. Beam Cannon	Bubble Lead
Elder	P. Cannon	Miner Buster
Dr. Wily's Tank	P. Cannon	Meteor Buster

MEGA MAN II

Item	Use	Acquired
Crash Man	Named Gun	Crash Bombs
Metal Man	Crash Bombs	Metal Blade
Wood Man	Metal Blade	Leaf Shield
Air Man	Leaf Shield	Air Slicer
Fusion Man	Air Slicer	Neutral Cannon
Magnifying Man	P. Cannon	Magnet Missile
Head Man	M. Missile	Head Knuckle
Top Man	Head Knuckle	Ground
General	N. Cannon	Normal Gun

MEGA MAN III

Item	Use	Acquired
Snake Man	Spark Shot	Snake's S. or. Coil
Crash Man	Spark Shot	Crash Laser
Shadow Man	Crash Laser	Shadow Blade
Spark Man	Mega Buster	Spark Shield
Ghost Stary	Spark Shot	Shadow Block
Dust Man	Mega Blaster	D. Crash II Jet
Dive Man	Dive Crash	Dive Missile
Drill Man	Dive Missile	Drill Blade
Wall Man	Mega Buster	Wall Barrier
Park	Mega Blaster	Snow Crusher
Dr. Wily 1	Mega Buster	
Dr. Wily 2	S. Crusher	



Ring Man *Mega Man IV*

Ring Man's speed is his best defense, but he is also wrapped in a reinforced armor plate that won't break until you hit him with 25 to 30 Mega Buster shots. Increase your damage by charging up your gun and launching several super shots. As Ring Man shoots at you, slide under him and blast him from behind.



Counter Ring Man's ring firing attack with a sneaky slide under his jumps. Increase your damage on his well-timed fire by covering up your Mega Buster before you shoot!

Mars Man *Mega Man V*

Inspired by the god of war, Mars Man has hide armored with missiles and land mines. It takes only six shots from the Blue Bomber's Mega Arm to destroy this opponent, but you'll spend most of your ammo blasting away at his inbound missiles and bullets. To complicate matters,



Mars Man deploys two land mines as he shoots if you keep firing and moving, you'll have to see the armistice and march off the battlefield with the Photon Mask.

While Mars Man's armor won't endure more than six blasts from your Mega Arm, you'll have to shoot your way past his missiles and bullets to see how you can inflict damage.



MEGA MAN IV

Boss	Use	Reward
Boyd Man	Mega Buster	Toad Flush
Enlight Man	Mega Buster	Flash Shapper
Flower Man	Mega Buster	Flower Suit
Ring Man	Mega Buster	Ring Boomerang
Ballade Man	Mega Buster	
Crystal Man	Mega Buster	Crystal Eye Power
Napalm Man	Mega Buster	Napalm Bomb
Snow Man	Napalm Bomb	Power Stone
Charge Man	Power Stone	Charge Kick
Ballade II	Mega Buster	Ballade Crusher
Gamma Eye	Mega Buster	
Beast	Mega Buster	
Great Crystal	Mega Buster	
Dr. Wily	Ballade Crusher	

MEGA MAN V

Boss	Use	Reward
Mercury Man	Mega Arm	Grab Buster
Snow Man	Mega Arm	Bubble Boar
Mars Man	Mega Arm	Photon Mask
Negala Man	Mega Arm	Salt Water
Pluto Man	Grab Buster	Break Disk
Jupiter Man	Bubble Bomb	Electric Shock
Uranus Man	Mega Arm	Deep Digger
Saturn Man	Electric Shock	Black Hole / 76 Jet
High Man	Mega Arm	
Pogo Man	Mega Arm	
Spiky Man	Mega Arm	

Mega Cover Stories

Meet Mega games' hero inside the cover of Nintendo Power Mega Man Title Guides. When our Guides staff Kirby has made the cover once and the excellent *Young Namco* Big guide Big game, it becomes apparent that the Blue Bomber is a Mega superstar in video game history.



Volume 7
Mega Man IV
1991

Mega Man's best cover story ever! In July/August 1990, fans of Nintendo Power. A 12-page credit review at



Volume 20
Mega Man V
1991

The Blue Bomber responded to his new job. Back to the publishing on the January cover of Nintendo Power's 1991.



Volume 23
Mega Man V
1991

Dr. Wily's Revenge. In 1991, Mega Man V: Dr. Wily's Revenge was the second time the game to land on Power's cover. Here, you'll find



Volume 50
Mega Man V
1991

Mega Man V marked the start of the January 1991 issue of Nintendo Power. The issue featured several other games.

Boss	Use	Reward
Dr. Man	Photon Missile	
Great Fish	Mega Arm	
Alarm Clock	Bomb - Make 6	and de level's item
Dr. Wily	Mega Arm	
Jump	Spook Chaser	

Mega Man Super Sized



As Mega Man moved to a new Nintendo system, the Blue Bomber was redesigned and updated to the X series. Released in January 1994,



Mega Man X was the first Mega Man game for the Super NES. White-haired Dr. Wily made one 16-bit appearance in Mega Man VII, but the later Super NES Mega Man games centered on a more serious nemesis: a blank tyron named Sigma.



Burst Man/Mega Man VII

Inflate Burst Man by activating your Mega Buster and dodging the bubbles he spews at you. If he traps you inside a bubble, blast away at the membrane before you float up into the spikes jutting from the chamber ceiling.



Dodge all of the globules that blow yellow balls made. These special bubbles are designed to enrage Mega Man.

O. Ostrich/Mega Man X

The Crystal Hunter is the optimum ordinance to aim at Ovoidine Ostrich, but you can also use your X-Buster gun. Dash out of the way as the bird leaps out of the background, then spin toward the Ostrich and blast away as he charges at you.



Super NES

MEGA MAN VII

Boss	Use	Weakness
Burst Man	Mega Buster	O'Whip
Cloud Man	Strapper Whip	Thunder Bolt
Lark Man	Thunder Bolt	Jet Shield
Freeze Man	Jet Shield	F. Crocker

ROBOT MUSEUM

Victor Robot	Mega Buster	
Skak Man	F. Crocker	Skak Claw
Spring Man	Skak Claw	Wild Coil
Slide Man	Wild Coil	Noise Crash
Barbo Man	Noise Crash	Search Wheel

MEGA MAN X2

Boss	Use	Weakness
Guard Robot	X-Buster	None
Wire Sponge	Sciss. Slicer	Sawlin Chain
Whirl Cannon	Striker Chain	Spin Wheel
Bubble Crab	Spin Wheel	Bubble Splash
Crystal Shell	Magnet Mines	Crystal Healer
Flame Stag	Bubble Splash	Speed Burner
Morph Moth	Speed Burner	8K Shot
O. Ostrich	Crystal Hunter	Saw. Slicer
M. Conspire	8K Shot	Magnet Mines

MEGA MAN X3

Boss	Use	Weakness
Large Robot	Mega Buster	Access
Nolan Tiger	Mega Buster	Roy Splasher
G. Beetle	Roy Splash	Grassy Wheel
Blat Planet	G. Wheel	Poroastic Bomb
B. Buffalo	P. Bomb	Frost Shield
C. Cuckoo	Frost Shield	Speed Thunder
C. Crowfish	Speed Thunder	Spinning Blade
T. Seahorse	Frost Shield	Acid Bomb
Steel Rhino	Acid Bomb	Yoncodio Fang
Sigma	Mega Buster	



Wheel Gator Mega Man X2

Wheel Gator is mucking around in the red goo in the Dinosaur Tank Stage. Hang on a wall until Gator shoots his spiked wheels at you. Jump off the wall to avoid his wheels, then leap back up and wait for Gator to surface. Stand close to him when he fires his blades, then use your Stiker Chain or X-Buster before retreating to the wall. Avoid standing in the liquid too long or Wheel Gator will grab you and drag you off into the murky goo.



Don't go off the drop-lead. Avoid leaping in the red goo unless you see Wheel Gator on the surface. This mechanical reptile is invincible whenever he's flashing and shooting bullets at you.

Gravity Beetle Mega Man X3

Blat Gravity Beetle with the Ray Splash, then climb the chamber walls to avoid the bolts of electricity he'll fire at you. As the beetle slotters toward you, climb up the wall and leap over him. Shoot at the insect again, but remember that the beetle is invincible whenever he is flashing. As you knock down the bug's life line, he'll activate his Gravity Well weapon—if you jump too high you'll be sucked into the well. Keep firing until the insect is smashed flat.



To defeat the Gravity Beetle, you'll have to hit him with 20 frames with the Ray Splash. Spring off the wall and over the ledge as he charges at you. Once you're airborne, you can aim upwards and shoot him in the back. The bug is invincible whenever he is flashing.

Super NES Articles

Looking for a place to read an out-of-pocket Super NES article? It's proudly hosted by the Super NES.com! If you have a question or a Super NES Mega Man tip, there's probably an answer in Nintendo Power. Check out the articles listed below.

AGE	DATE	ARTICLE
63	Mega Man V2	Favorite Parallels Spoiler
77	Mega Man 4c	4 Page Review
40	Mega Man X	Combinators' Comics
56	Mega Man X	10-Page Book
71	Mega Man X2	Combinators' Comics
69	Mega Man X2	10-Page Review
39	Mega Man X3	Combinators' Comic
66	Mega Man X3	Beat the Boss
61	Mega Man X3	20-Page Review



X Marks the Mega Hit

Mega Man X is the first—and one of the best Blue Bomber Fists—to appear on the Super NES. This tale combines a compelling plot with tough battles to create a Mega-masterpiece. Since gamers who have never played a Mega Man title might feel a little out-gamed, we've included strategies for six of the roughest robots early in the game. As an added bonus, the chart at the bottom of this page lists the best weapons to use on every boss in the game. Look for this tale to stores again this summer.



Chill Penguin

Chill Penguin is a cool fiend that eskates ice and slides back and forth along the frozen floor in his chamber. Light up the birds' life line with the Fire Wave weapon, then jump to evade his breath attacks and wick charges.



Hop over Chill Penguin's frozen breath and light him up with the Fire Wave. Use X's Buster one also finish the job.

Spark Mandrill

If you've made it all the way into the Spark Mandrill chamber, you already know about avoiding the shocking sparks of energy. Dodge the purple bolts shooting out of the Mandrill and disconnect his plug with a dozen bursts from your Shotgun Ice gun.



MEGA MAN X

Boss	Use	Reward
F. Manmoth	X Buster	Fire Wave
Chill Penguin	Fire Wave	Shotgun Ice
S. Mandrill	Shotgun Ice	Electric Spark
A. Armadillo	Electric Spark	Rolling Shield
L. Octopus	Rolling Shield	Homing Torpedo
E. Keweenaw	H. Torpedo	Boomerang Cutter
S. Chameleon	Bronze Cutter	Chameleon Sting
Stone Eagle	C. Sting	

Sigma Fortress Bosses

Proto Robot	X Buster	
Vile (Normal)	Homing Torpedo	
Boomer & E	Homing Torpedo	
Spiller	X Buster	
C. Penguin II	Fire Wave	
Texas Eagle II	Chameleon Sting	
Wolf Face	Chameleon Sting	
Amoriel A & B	Electric Spark	
Strap C II	Boomerang Cutter	
S. Mandrill II	Shotgun Ice	
L. Octopus II	Rolling Shield	
F. Manmoth II	Stone Torpedo	
Skull Tank	Boomerang Cutter	
Robot a Dog	X Buster	
Sigma	Electric Spark	
Huge Robot	Rolling Shield	

Armored Armadillo

You'll need only 14 charges from the Electric Spark beam to fry Armored Armadillo. You can also charge up your X Buster and obliterate him with a few extra blasts. Hop up on the walls of the chamber.

As the mechanized beast charges at you, then spring for the other side of the room and resume shooting. After you defeat Armored Armadillo, you'll turn the protective power of the Rolling Shield.

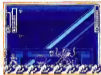


Unleash the Electric Spark on Armored Armadillo until he charges. As the beast charges, leap up to the wall and spring for the other side of the room. Resume the battle as soon as your feet touch the floor.



Launch Octopus

You'll need the Rolling Shield you earned from Armored Armadillo to defeat Launch Octopus. If you have the Weapon Power Up from Flame Mammoth's stage, the Rolling Shield is ideal as a weapon or as a protective device. Quickly tap the Y Button to shoot the shield



at Octopus, then keep to evade his torpedoes. You can also eliminate the torpedoes with your X-Buster weapons. The Launch Octopus will surrender his Homing Torpedoes when you sink him with a doom shield blast.

You can use your X-Buster to blast away the homing torpedoes, but you want to save your Rolling Shield energy for Launch Octopus. You can power up your Rolling Shield and set its special ordinance after you grab the Weapon Power Up earlier inside the Flame Mammoth stage.

Boomer Kuwanger

Boomer Kuwanger is a stealthy robot that teleports around his chamber while hurling his boomerang at you. Since he's constantly on the move, the best weapon to use against the wapped menace is the Homing Torpedo. Homing Torpedoes can track down a target, even if you're facing in the opposite direction when you release it. Boomer Kuwanger will hang up his Boomerang Cutter after you nail him a dozen times.



Since Boomer Kuwanger teleports so incessantly around his chamber, the Homing Torpedo is the ideal weapon for tracking him down. You'll have to hit Kuwanger a dozen times before he starts to see things your way.

Sting Chameleon

Sting Chameleon will vanish into the trees then reappear suddenly and lash you with his whip-like tongue. Use the Boomerang Cutter to cut down the weakly green robot and take his Chameleon Sting weapon.



Fire the Boomerang Cutter and trace Sting Chameleon out of the trees. The Homing Torpedo will also get the job done.

What's Next for the Blue Bomber?

Will Sigma Return for a rematch? Is Wily gone for good? It's too early to tell if something Mega is in the works, but if there's breaking news on the blue Bomber, you know you'll find it in Nintendo Power.





1997 TOKYO GAME SHOW

When spring floats in the air and cherry blossoms bloom on the slopes of Mt. Fuji, Japanese gamers turn their backs on all that nature and flock to a huge, indoor arena called the Tokyo Big Site for a chance to play the latest video games. Even though the gaming expo introduced only a few N64 games, the appearance of *Dracula 3-D* from Konami and *Ultra Battle Royal* from Asmik were worth the price of admission. As far the crowd, dedicated gamers waited in lines six blocks long, while inside, more gamers waited in more long lines at most of the playable demo games. Fortunately, you don't have to wait at all as Nintendo Power plans you firmly at the front of the line.





DRACULA 3-D

It was just one month ago that Konami lifted the veil of secrecy on this game by revealing to Nintendo Power that Dracula 3-D was in the works. That was enough to get us drooling. But at the Tokyo Game Show, Konami turned up the excitement by showcasing a 30-second video tape of early work on Dracula 3-D. The video footage showed N64-generated images rather than SGI pictures, suggesting that



Konami has been working on the game for a while. The animated scenes in the video tape show four control characters. Apparently, you can switch between characters, transform characters or use different characters in different stages. We also noted several standard weapons used by the Belmont clan, namely the whip and boomerang, and a few new weapons such as swords and a magical ball of fire that is thrown at enemies. Character moves included an extraordinary oil-the-wall leap and swing across chasms using the whip. Very Indiana Jones. From this early peek, it looks like Dracula 3-D will be one of the hottest action titles for the N64. We can hardly wait to see more.

GOEMON 5

Goemon 5, tentatively titled Legend of the Mystical Ninja here in North America, appeared as playable form for the first time ever at the Tokyo Game Show even though it was still less than 50% complete. At first glance, the game seems

there is a wider variety of action, including a shooting mode and a choice of several characters to control. The action requires a mix of dexterity for getting through platform stages and fighting skills to best your enemies. At one point, you even have to roller skate through a dangerous stage while wielding a huge mallet. Goemon is rich and highly detailed, attesting to Konami's skill with 3-D environments. The game also shows that

Konami is willing to create adventures on a large scale.



Although our primary focus was on the newly announced games at the show, many of the players were there to

test games that have been in the works for some time. Several of the titles, such as Rise Limit and Wild Choppers, were on display at Shoebiz last

November. Neither of these titles was completed for the Tokyo Game Show, but both were getting much closer. In Wild Choppers, players could test the Score Attack mode, which is more of an arcade-style challenge than the Mission mode. Setus

Full 3-D environments give pilots a lot of area in which to hurt down their prey, with the use of lag effects making the wings

seem even larger than they are in reality. Play Control might take some getting used to, but nobody ever said flying a combat chopper was going to be easy. Players could take the wheel of Setus' road racing title, Rise Limit, as well. The car and treasury look impressive at this stage (approximately 80% complete), and Setus promises to jump up the sense of speed. Neither of these games has been scheduled for release in North America at this time, but it seems likely that Setus will set the publishing rights to another company before the end of the year.

Konami didn't stop with the announcement of Dracula 3-D. A Konami brochure also mentioned a fighting game, tentatively called Battle Dancers. Pictured in our issue form were eight fighters, ranging from school girls to muscle men. The rest of Konami's lineup included J-League Perfect Striker and Power Full Pro

Baseball (both already released) and Mahjong Master. In addition to Mahjong Master, a partnership between a sponsor here in the article. Inagameer also showed its offerings to the twin gods of sensor and maling in the form of J-League Dynamic Soccer and Mahjong Kourouku Classic. Although Culture Brain didn't demo its previously announced fighting game, it did put a picture of the game characters in the comprehensive show guide.



THE CREATORS SPEAK OUT

On "Creator's Day" at the Tokyo Game Show, some of Japan's top game designers joined in a panel discussion, which included Shigeno Myyamoto from Nintendo, Yu Suzuki of Sega (inventor of the Virtua Fighter series), Kunitada Okamoto of Capcom (inventor of Street Fighter 2) and Takashi and Kazuo Nakamura of Qubic Soft (programmer of Dragon Quest). Here are some highlights from the discussion, especially the answers from Mr. Myyamoto.

MC: Can you tell me about your primary focus in game development?

Mr. Myyamoto: My background is in industrial design. When I developed a game, I always think about how to surprise people. When I was a young boy, I used to get traps on the door to my room when I left for school. My mother was always surprised by them when she opened the door. It's important to me that people be surprised when they look at my products.

MC: I guess you must have been under extreme pressure when you were developing Super Mario 64. Failure was not an option.

Mr. Myyamoto: Developing that game. I had a new trick, the Nintendo 64, and I was only thinking about creating the best thing possible using that tool. I was more worried that people would complain that we were just developing another game in a series. That was the kind of pressure I was feeling. Since I'm not a good game player, I try to create a game that even I can play. Eventually, the concept makes my product different from others.

When I started to work at Nintendo, Super Nintendo had already been released. My challenge was to create something more interesting than video games. That is still my challenge because I still have not made something like that yet. Last year, I was shocked by the success of the "Internet" [the small electronic pet created by Bandai], because I had a similar idea that was actually in development. However, our product required a player to sit down in front of a TV, so there was no way it could compete with Internet. I would like to plan products in a wider variety of categories. My first wish is for my hobby, like the video arcades for my hobby, like the coin machines, so I don't miss a good match. I also like to create something and play guitar.

MC: Can we see any that you had a lot of involvement with Star Fox 64?

Mr. Myyamoto: Yes, you can. Originally, I was supposed to take the position of



ULTRA BATTLE ROYAL

The biggest surprise of the show came from Atmark Corporation with the unveiling of Virtual Pro-Wrestling: Ultra Battle Royal. Although still early in the



game's development, the animation and camera AI made this playable wrestling demo look very smooth. (As with Daze 3D, our screen grabs were taken from a video tape

Atmark gave us, so the actual game looks considerably sharper and brighter) But the great wrestling moves, dives, holds, stomps and throws can't be denied.

Atmark is not taking it. Supposedly 60 fighters can be used in Ultra Battle Royal, not to mention as many as a thousand moves. The wrestlers move realistically, but then perform such stunning feats as full back layouts from the top of the rope to flatten opponents. That may seem pretty incredible, but get this: four players can smash each other at the same time or play tag team matches. The action takes place on the mat, on the ropes, and outside the ring altogether. The best news of all is that this game will appear in North America as THQ's WCW, featuring 30 to 40 wrestlers from the WCW and NWCW. This is the real deal.



MULTI RACING CHAMPIONSHIP

Racing fans had their hands full when they took the controls of Imagineer's very playable Multi Racing Championship. Realistic courses, shortcuts, obstacles, as well as varied road surfaces, changing weather conditions and both day and night driving made MRC a full racing experience. The cars handled well, but the real excitement came from the branching tracks and the swap detectors that had to be made. Some branching tracks were shortcuts, but if the roads were unpaved they weren't always faster. We drove on asphalt, gravel and even snow. In one area, the road is covered with water from a waterfall that covers the entrances to several tunnels, one of which you must choose. With all this variety in the tracks, skilled driving and knowledge of each course plays a big part in winning races. Since the show, we have learned the biggest news yet with regard to MRC, and that is that Ocean of America will publish this title in North America. Ocean hopes to

have the finished game in time to make a scheduled July release.

WHAT'S BANDAI HATCH-ING?

The latest craze in Japan has to do with virtual chickens, and this madness is about to encompass Game Boy. From an opening sentence like that you may well wonder if the madness has spread even further. But Bandai hopes to captivate eyes more virtual pet owners with a Game Boy version of its hit, Tamagotchi. The idea of Tamagotchi is that you hatch a little video egg, which turns into a chick. After you diligently feed the young bird, it grows up into one of several different forms. The idea is that the better you take care of your virtual pet, the better the results will be when it grows up. On the downside, if you forget to feed your bird, it will not survive, in which case you have to start over with a new egg. In Japan, Bandai has marketed Tamagotchi in several forms including tiny, low-chance-sized units. With the advent of the Game Boy version of the product (we can't really call it a game) the birds will have access to improved graphics and sound. The good news (depending on how you look at it) is that the original Tamagotchi is now available in North America. Can the Game Boy version be far behind?

ART ON THE FLOOR

Trade shows and expos are known for their colorful brochures, and Japanese shows are perhaps the brightest of them all. We've collected some of the materials that were handed out in Tokyo and printed them here for your artistic enjoyment. Sayonara.



Producer" on this game, but I really got involved in the actual game development in the second half of the development cycle. I am most proud of the creative thinking of this game, in that it never felt like they are doing a movie as they play. This is different from the so-called "Interactive Movies" that are out there. And, I believe that the Runbick Pak will make this game feel more like a "toy" and will expand the audience of this game.

MC: You seem to rely heavily on the Control Stick in Star Fox 64.

Mr. Miyazaki: Not. As you could see on the video, you can do a variety of aerial maneuvers and "somersaults" in Star Fox 64. These moves are controlled by the AS4 Control Stick. There is a mission where you need to dog fight with over one hundred flying enemies, and using these somersaults is very fun! I'm really happy with some of the new AS4 titles that could good use of the AS4 Control Stick, like Enix.

MC: When will Zeido be released?

Mr. Miyazaki: You promised me you wouldn't ask that question! (Laughs) I want you to ask Mr. Suzuki when Virtual Fighter 2 will be available for Saturn! Anyway, development on Zeido 64 is going very well. We will release the game as a cartridge first. We made that decision because the playability of this game is more important than incorporating a writable feature at this time. However, the 64CD development is also going very well. I think you'll have a chance to play it this fall. We are developing some interesting games that will take full advantage of the system's writable capabilities.

Questions from the audience:
Q: What sort of game do you dream of making?

Mr. Miyazaki: I am interested in developing a real interactive movie. It would have high quality graphics, just like a movie, with sophisticated game play. Also, you would be able to play outside, with multiple players. This is my dream.

Mr. Miyazaki: I partly agree with Mr. Suzuki. I would like to come up with a new type of game which does not require you to sit in front of a television. I don't like the dimensions of current television screens. I also have some background as a comic book artist. In cinema, I can use different layouts on every page. If I could use a similar technique for games, it could be very exciting.





Disney's Aladdin

POWER'S RACE FOR THE RUBIES

Disney's Aladdin is being rereleased, and while video game technology has made great strides during the four years since the magical adventure first came out for the Super NES, it still holds its own with its vibrant animation and thrilling flights of fancy and fun that rival its big screen inspiration.

BASIC MOVES

Disney's Aladdin sports superb play, enabling you to flip, run, dash and perform a handful of athletic acrobatics.

Apple Toss

Hit the A Button to cut apples at foes. With special aim, an apple will either deliver a small injury or temporarily knock out a large enemy.



High Jump

Jay, people's heads, or other obstacles are sprung upwards by tossing your surprise. Bounce off objects to launch yourself higher into the air.



Hangin'

Sometimes, the best things come to those who hang around. Clinging from ledges may be the best way to avoid foes or reach a hidden item.



MEETING TWO ENDS

Disney's Aladdin is meant for true adventurers, and only the best will earn the special ending. You'll become quite the jewel collector on your journey, but only a collection of at least 70 Rubies will win you the surprise finale. To view it, go out of your way to collect as many Rubies as possible (you'll need about nine per level). Take on our challenge, and, with our tips, you can prove that you're the true master of the lamp.



In the end, Aladdin saves Agrabah's best, a special ending is yours for you if you rob 70 Rubies.

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THE MARKETPLACE

1-1 Jump for the Gem

At the first arch, grab the egg to make a swinging leap to the right. Then face left while a meter to reach the ledge above. Hop off the Jar to catapult yourself up to the floating Ruby.



Snagging the Bug

The Bug allows Aladdin to fly by sucking on a parasite. Catch it by isopopping off the window guards' heads to the top ledge, then pike through the air by hitting the H Button after leaping.



1-2 Avoid Barrels

The merchant will toss a barrel at you, so briefly knock him out with an apple and jump over the barrel. You can also drop on top of him from the safe hiding, and, if you land on his head, he'll not only break his barrel, but he'll be defenseless, too.



Bonus Chicken

Whichever first, the chicken or the enemy? Before opening the chest to get the chicken, feed an apple to the bug sitting on the barrel—You'll knock him out long enough to rob the chicken that will fully restore your Health Meter.



1-3

In the Sky with Diamonds

If you slide down the second rope, you won't be able to grab the last red gem. Instead, leap from the platform below the rope and parashute your way to the gem.



Scouring with the Sultaness



Aladdin beats a part of his fee by jumping on them, and the Market Place fully a no exception. Wait for him to stop waving his scepter; then leap off the barrel onto his head as he walks away. As his scepter spins, a safe safety falls the barrel on top of the canopy. If you pounce on his head four times, you'll free Jasmine from her captor.



THE CAVE OF WONDERS

2-1 The 1-up Lamp

It's easy to miss the 1-up Lamp, since it's hidden high out of view. Reach it by hopping an adult and vaulting to the ledge above the chest. Open the Rusty door to the right to claim your bonus.



Right off the Bat

Rather than throwing apples at the bats, jump on top of them—you'll not only conserve your arsenal, but you'll also be able to discover and reach many of the gems suspended high above.



2-2 Riding the River



1 The rope will open the gate blocking your way, but when you tug it, you'll be hanging in the bats' flight path. Before grabbing the rope, clear the way of all escaping bats.

2 Be careful when jumping for the gems, or else your raft might float out from under you. Avoid a water landing by leaping from the right edge of your raft and using your flag.

3 Grab on to the hanging rope to raise the obstructive gate. The barrier will slowly lower, so quickly jump back onto a raft and duck as you pass through the temporary opening.

4 Beware of falling rock! Boulder Boulders tumble toward you as you ascend the slopes of the cave. Swiftly hurdle over them or safely duck behind ledges to let the rocks to roll by.

Have a Heart



Add a Heart to your Health Meter by firing out your flag and parachuting down the hole. Land on a raft, then float to the right abutment. Once you've won the cave's heart, run upstairs, leaping from raft to raft, until you can climb back up to the main channel.





ESCAPE FROM THE CAVE

3-1 The Lava Lift

Genies launch the floating platforms into the air. Ride a platform to reach high gems, but be ready to jump off, because once it jets steam sputters out, it will sink into the lava.



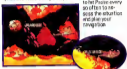
Keep Hoppin'

If you move too far right, you won't have anywhere to go in the left-scrolling tunnel. You can't rest on the stalagmites, so keep jumping until a new landing spot scrolls by.



3-2 Carpet Ride

Hitting Power may be the easiest way to successfully ascend through the cave. You'll have to stay ahead of the lava tidal waves, while anticipating falling rocks and the zig-zagging walls of the cave. It's a quick and volatile magic carpet ride, so you might want to hit Power every so often to re-cess the situation and get your bearings.



3-1 MAP

START

To A

A

GOAL



INSIDE THE LAMP

4-1 Sky Skipping

The Genie lays out "stepping stones" one at a time for you to reach the other side. Carefully time your jumps, and leap while pressing the Control Pad left. If you're swinging from the bottom of balloons, leap right before you start your downward swing. When leaping from the Floating Circus, jump diagonally up and right.

4-2 Aerial Acrobatics

You can bounce off the top of a balloon, but you'll pop it in the process. You can also grab on to the balloon's handle to swing to your destination, but don't hang on too long, because you can't float at all speeds. Landing on a crystal staff will launch you higher into the air, but like the stalagmites and playing cards, you can't stay on them for long.



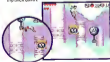
4-3 That Sinking Feeling

The sinking blocks are barely floating, and your weight will send them plummeting back down to earth. However, you'll need to walk on them to cross the level, so if you're waiting for another block to scroll by, bury yourself some time by floating in the air with your legs rather than lingering on a block.



Stumbling Blocks

Catch on to a balloon if you need more time between block-hopping. Remember, however, that the balloon can't take you past the top of the screen, so keep your legs handy for a parachute to pop back down.



© DISNEY

WINTER POWER



INSIDE THE PYRAMID

5-1 Mr. Sandman

Streams of sand pour from above, making the floors with slippery grime. The shifty Long Sands will make you slide backward, so hold right on the Control Pad to capriciously trade forward. Keep moving to the right after landing from a jump, too, or else you'll spill off the edge.



5-2 1-up Chest

Hop onto the cabin head that's spewing out sand and leap forward off it. Hit the button to activate your flag, then crouch to the ledge holding the treasure chest. If you jump on top of it to open it, your treasure will be rewarded as with a 1-up Leap.



BONUS STAGE

This level sends Aladdin and Jasmine on a night flight through Agrabah, but instead of stars lighting up the sky, gems shine bright. A good magic carpet pilot should be able to collect 90 gems, but you may want to go out of your way to claim the Rubies—it's an easy way to earn red gems for the special ending.




THE PALACE OF AGRABAH

6-1 The Razor's Edge

Be slow to the Ruby, wait for the thug to hit his dagger as you jump up, then try to land on the approaching dagger, using your flag to carry off your landing. If you land on the spinning blade, you'll spring high enough to nab the gem.



6-2 Tastes Like Chicken

The Chicken will fully restore your health if eaten, but it's proportionally placed where small or big unsuspectably swells. Before returning the bonus Chicken, put the chef to switch the course of the mobile pedestal so you can quickly inhale it before the flames engulf you.

SAFER

To beat the wily Jafar, hop onto his head six times. Avoid the flying eggs by throwing an apple or leaping on them. You'll also have to jump to dodge the energy burst from Jafar's staff. When it loses its charge, headbutt yourself from the top of it to reach Jafar.



LAST SHOWDOWN!

You wage your battle while standing on the Snake's body. It can whip you up to its head or down into the raging fire. Leap on top of the Snake's eggs to reach his head or counter with an Apple. If you pounce on his head eight times, you'll save Agrabah.



Color-headed Jafar transforms into an egg-spewing Snake. Launch Apples at his eggs and try to stay as bene as much as possible by using your flag.



Player's Poll—Volume 97

Entering this month's Player's Poll Contest is a piece of cake! Just answer these questions, send the card to us, and you could win some delectable prizes. How's that for a sweet deal!

Name _____
 Address _____
 City _____ State/Prov _____ Zip/Postal Code _____

Age _____
 Membership No.

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 Telephone No. _____

Check out the list on page 106, then write down the numbers for your five favorite games in order of preference, with your top choice first.

A. Super NES 1 ____ 2 ____ 3 ____ 4 ____ 5 ____
 B. Game Boy 1 ____ 2 ____ 3 ____ 4 ____ 5 ____
 C. Nintendo 64 1 ____ 2 ____ 3 ____ 4 ____ 5 ____

D. Which five products are you most interested in playing?
 1 ____ 2 ____ 3 ____ 4 ____ 5 ____

E. How old are you?
 1. Under 5 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

F. Sex
 1. Male 2. Female

How often do you consult the following sources for gaming info?

	Often	Sometimes	Rarely	Never
G. Gaming Magazines	1	2	3	4
H. Strategy Guides	1	2	3	4
I. Web Sites	1	2	3	4
J. Game Tip Hotheads	1	2	3	4
K. Friends	1	2	3	4

L. Do you have a PC or Mac at home?
 1. Yes 2. No

M. Do you have on-line access?
 1. Yes, at school/work 2. Yes, at home 3. Yes, at school/work and home 4. No

How interested are you in the following?

	Very	Moderately	Somewhat	Not At All
N. Online games	1	2	3	4
O. World Wide Web pages	1	2	3	4
P. E-mail	1	2	3	4
Q. On-line chat	1	2	3	4
R. Web TV	1	2	3	4

S. Have you ever visited the Nintendo Power Web Site (www.nintendo.com)?
 1. Yes 2. No

Trivia Question: What's the name of the opponent who competes in Clay Fighter 63?
 Answer: _____
 Mark in your card now and keep your fingers crossed!

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HARVEST MOON



WHERE DO I PLANT THE SNOW FLOWER?

The Snow Flower will flourish if you plant it in the stark glare of the winter sun at the top of the mountain. Plant the flower during the daylight hours near the crest on the mountain peak. This shy blossom will not grow during the crowded New Year's Festival, but it will grow on any other frigid afternoon. When the Snow Flower sprouts, a sprite will pop out of the flower bud and reward you with a Power Acorn.



Many farmers buy the Snow Flower seed at the Perilous Festival, but later they forget the special instructions for planting it.



Plant the Snow Flower seed near the top of the mountain during the daylight hours. It won't grow at night or during the New Year's Festival.

?

HOW DO I SELL MY CHICKENS?

?

You need to talk the Livestock Store owner that you want to sell a chicken, then you need to place the chicken inside the livestock pen near your shipping bin. Remember that you can't buy or sell livestock on a rainy day.

All of this might sound simple, but the real trick is knowing where to stand to make the Livestock Store owner appear outside your ranch. After you place your chicken in the stock pen, pace back and forth near the left side of the gate. If

you're waiting in the correct location and it's not too late in the evening, the Livestock Store Owner will show up and make a deal with you. If he doesn't arrive, carry your chicken back to the coop and try another day.



To sell a chicken, you need to make an appointment with the Livestock Store owner on a weekday.



Place the chicken inside the livestock pen next to your shipping bin, then stand near the gate.



The Livestock Store Owner won't show up if it's too late in the evening. Try again another day.



MARIO KART 64



HOW DO I GET A ROCKET BOOST AS I START?

The key to exploding off the starting line with a Rocket Boost is to keep your finger off the accelerator until the last moment before Lakota gives you the green light. Press and hold the A Button just before the green light flashes on. You can also get a smaller boost if you fall off the track. Just before Lakota drops you back on the road, press and hold the A Button the moment your wheels touch down on the asphalt.



To roar off the line with a Rocket Boost, hit the accelerator between the red and green lights.



You can pick up a tiny boost if you fall off the track. Press the A Button as your wheels hit the road.



HOW DO I EXECUTE A POWER SLIDE?



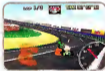
A well executed Power Slide will give you extra speed in the turns. As you start to slide into a corner, hold the R Button and move the Control Stick in

the direction of the turn until you see white smoke pouring out beneath your tires. Keep holding the R Button and move the Control Stick back and forth to

make the smoke turn yellow. Repeat this process until the smoke turns orange. Release the R Button as soon as you see the orange smoke to blast out of the turn.



Press the R Button and move the Control Stick in the direction of the turn to start a Power Slide.



Hold the R Button and wiggle the Control Stick until the smoke beneath your tires turns orange.



You'll pick up a Rocket Boost if you release the R Button as your tires start to spew orange smoke.



HOW DO I USE THE SHELLS?



There are three types of shells in the game. Green Shells shoot in a straight line in front or behind your kart. Pull down on the Control Stick and

press the Z Button to launch a Green Shell behind you. Red Shells home in on the closest kart in front of you. Your opponents can dodge red shells if they cut

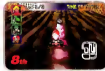
around several sharp turns or get between several obstacles. Spiny Shells are the best homing shells and rarely miss, but they target only the lead kart.



Green Shells fire in a straight line. Hold Down on the Control Stick to launch them behind you.



Red Shells home in on the nearest kart. No one can dodge rebound red shells around sharp corners.



Spiny Shells are smart missiles that target the lead kart. These shells rarely miss their targets.



▶ SUPER MARIO 64



HOW DO I WHIRL FROM THE FREEZING POND?

Knowing what to do instead of how to do it is the trick to finding the fourth star in Snowman's Land. If you jump on a Spindrift, he'll send you whirling high into the air. Run over to the pond where the two Spindriffs are swimming around in the water. Jump up on the Spindriff as he climbs out of the water and spin over the brown wall. The box to the left of the sign on the other side of the wall contains a star.



Jump up on the Spindriff as it rises out of the water. Don't pass the Z-Button or you'll crash him.



The Spindriff will spin you high into the air. Whirl over the wall and claim your star.



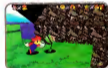
HOW DO I PLUCK THE PIRANHA FLOWER IN TINY-HUGE LAND?



Actually, you need to stomp five Piranha Plants to earn your star. Leap into the pipe to the left of the starting point to shrink down to the size of a snow-

flake. When you pop out of the pipe, five Piranha Plants will sprout from the ground and try to fry you with honing fireballs. As you elude the fireballs, note where

each Piranha Plant is located and stomp on the spots where the plants came out of the ground. When you pound the five plants, the star will pop out of the soil.



You won't find your star if you peek on the solitary plant. Hop into the pipe and shrink down inside.



Leap out of the pipe and start running. As you flee, note where each Piranha Plant is hiding.



To squash a Piranha Plant, stand where they sprouted, then jump and pound the ground.



HOW DO I DEFEAT THE BIG BULLY?



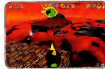
It's easy to get pushed around by the Big Bully in Lethal Lava Land if you don't know how to defeat him. You can't stomp him, so try making him fall into

the lava. You can do this by kicking or diving into him, or stomp at the edge of a platform and lure him over the side. Big Bully likes to throw his weight around, but he

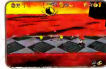
needs room to slow down and change his momentum. If you find yourself running low on HP, replenish your power by collecting the coins on the nearby islands.



Over or kick Big Bully to push his back works if you do this repeatedly, he'll run off platform.



Lure Big Bully to the edge of a platform, then spring out of the way as he charges toward you.



If you find yourself running low on power, collect the beeping coins on Lethal Lava Land's islands.



▶ TR2-MANIA 2



HOW DO I DEFEAT AKL GATOR?

You can't hurt Axl Gator while he is holding his boomerang. Wait for Axl to throw it, then leap to the moving platform and shoot a tornado at him. As soon as you release your tornado, jump back to the left before the platform falls off the screen. It takes eleven hits to eliminate this mean gator. If you run out of tornadoes, use your spin attack to knock off Axl, but maintain your balance—you'll have to start over if you fall.



Wait until Axl throws his boomerang, then jump on the moving platform and hit him with a tornado.



If you run out of tornadoes, use your spin attack, but be sure to maintain a steady balance.



HOW DO I DEFEAT BULL GATOR?



Bull Gator is the head honcho in the Dangerous Desert. You'll have to down his airplane and finish him off on the ground. Dodge the bombs dropped

from the plane and return fire with your tornadoes. If you run out of tornadoes, use your spin attack. Bull Gator crashes his plane after eleven hits. Stand to the right of

the plane's broken propeller and leap over the stones thrown at you. As you land, use your spin attack. Keep repeating this technique until Bull surrenders.



Run away! Retreat to the right side of the stage and return fire with your tornadoes.



Leap over Bull Gator's stones, then execute a spin attack just as your feet touch the ground.



You'll have room to dodge if you stand just to the right of the propeller and use your spin attack.



In the USA Call:
1-900-280-0787

(\$1.99 per minute. Calls are not recorded and no personal information is collected.)

Q&A FAST FACTS

Or write to: Sunders, Gary
P.O. Box 52603, Redwood, WA 98079-4793

In Canada Call:
1-900-451-6430

(\$2.99 per minute. Calls are not recorded and no personal information is collected.)



BEAST CORPS

Q: What does the red circle around a course on the WorldMap screen mean?

A: It means that you found all the Commemorative Tokens in that course.

Q: Why won't my job be done or rewards work anymore?

A: You're out of energy. Refresh your energy by picking up an energy pack.

TOP GEAR 3000

Q: How many tracksets in the game?

A: There are 42. You can race all of them when you select Hardcore.

Q: Why is my car losing speed?

A: You're turning too on a hill.

Q: How do I sing the Floating Credit Spherical?

A: If you buy the Jumpability at the shop, you can collect the Credit Spheres.

MOLE MANIA

Q: How do I refill my life meter?

A: Go back and visit Grandpa Hnt. He'll refill it.

Q: How do I get to Stage Eight?

A: Get 100% in stages One through Seven first.

Q: Do I always have to start at Kingpin in Stage Eight?

A: If you make it past Mr. Winkles, you'll start off at Big Mama instead.

DONKEY KONG LAND 2™



BanANA RAMA!

If your letters and e-mails are any kind of indication, a lot of you have been having a barrelful of fun with Donkey Kong Land 2 for the Game Boy. In fact, although we featured a preview and a review of this title back in Volumes 87 and 88, quite a number of you have requested a more detailed look at the final stages of the game. Therefore, we've decided to take you to the jungle for one more swing through the

Keen-custed foliage. We'll start off with a quick, one-page overview of the major levels of the game and then treat you to full maps and special tips for the interior of K. Rool's Keep and The Flying Koock. While Donkey Kong Land 2 is loosely based on Donkey Kong Country 2 for the Super NES, the layouts of the stages are different, and items and Bonus Areas are in different locations. Diddy and Dixie do not show up on screen simultaneously as they do in DKC 2, and they can't use their team thoes, but they do retain their other signature powers and abilities. DKL 2 features the same smooth game control and feel that DKC 2 has, and even if you're trying your thumbs at this title for the first time, you shouldn't have any trouble getting into the swing of it.



Kirby World



The Flying Krock

Coffin, tea or croissants? Fasten your seat belts and get ready for some heavy turbulence at this, the final level of the game.



Klubba's Kiosk



Collect 47 Klubba coins and present them to Klubba to gain entrance to the Krock World. Check the Bonus Area for the hard-to-find Klubba coin.



K. Root's Keep

Here's a nice place—lots of space! This is K. Root's keep, and the subject of the next portion of this review.



Gloomy Gulch

This haunted house is full of the "spirit" of the 64 world! If you have trouble getting through Paran' Chase Pass, try using Dixie and her Helicopter Spin instead of Squawks.



Krazy Kremland

It's tough to spot the 64 Berries while you're zooming along, so always start the roller coaster stages with both Dixie and Dixie.



Gangplank Galleon



Krom Children



K. Root and his Kromling groups turn up the heat in these rousing stages. Don't forget to use Squawks and your central friends' special powers will be the keys to finding every one of the Krom Children Bonus Areas.

To collect every extra life, first complete Paran' Chase Pass on the slope and go past the End flag to find a 3-Door. Exit the stage and repeat. Use the invisible Wing Barrel to the right of the second platform to speed things up.



K. ROOL'S KEEP

You've avoided every pitfall and conquered every challenge that K. Rool has thrown at you so far, and now you get to face the big croc on his home turf!



Arctic Abyss

You'll have to be "Egguard" to uncover every item and secret in this frosty deathtrap. Be careful as you maneuver around the ice floes. Hooping often affords you better control than running. You'll be less likely to overshoot a mark or run into an enemy accidentally.

1 Fun Balloon Antwerp

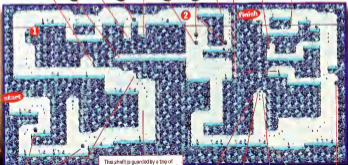
To receive a 1-Up Balloon, you must reach the spot as Egguard the Swordfish. When you're controlling Egguard, press A to shoot ahead and spear enemies with your needle-like tail. For a more powerful attack, hold Select for a few seconds and then release.



2 Skip to My Loo, My Dear

The OK Con is out of sight in the upper right corner of this view. Run to the edge of the platform and jump to the right at the last second. Use Diddy's Helicopter Spin to cross the wide gap and land on the upper ledge.

You can take either the high road or the low road, but travelers on the scatter route have a much better chance of avoiding trouble with a hidden Spiny and getting out of the stage unscathed!



This shaft is guarded by a trio of Spiny snuffins. Proceed slowly and let them guess at how to your tail for a surgical strike.

Windy Well

The powerful updrafts in this abandoned mine shaft will be more than enough to support your weight, but there are still places where you can fall to a mossy end. If you miss the Bonus

barrel or go too far up, the rising winds will prevent you from going back down, so you'll have to finish the stage before you can try to reach the barrel again.

1 Buzzy Along

As you babbling on the air currents, you'll come across rows of stationary Buzzies. You can get very close to them from the side without taking damage, but they are much more likely to sting you if you approach from below.



There's a sneaky Spring lying in wait on this platform. You won't see him until you're almost on top of him. You'll have a better chance of avoiding him if you aim for the left side of the platform.

Walk around the Buzzies to collect the goodies. Unlike up, you're designed for bananas or items, though, don't distract a bit for them.

2 Buzzes in Bunches

Take the Buzzes one at a time. Get as close as you can to a Buzzy before you proceed. If you're Diddy, you can touch it with the bill of your cap. Time your bounces and move down and far west just as you enter the "downswing."



Jump up to the second platform. The wind will not support you here! Jump up near the barrels across to catch the wind.



From the letter N, jump up and left. First slip along the left edge of the screen to avoid most of the Buzzies. Grab the G from the right side of the platform before you exit.

From the large platform, stand beneath the left-most banana. There's a Buzzy above the right banana and jump up. Watch out for several more Buzzies in the area above.

3 Kannon Bill Run

You may not see the Kannon off to the right, but you'll get a glimpse in the eye if you're not careful. Grab the Banana Coin and jump immediately.



Dungeon Danger

Once you spend some time scrambling through this dark and dusty dungeon, you'll be glad that you have a handy place to fall that doesn't result in a sudden loss of control. In places in the stage where falling off a platform will cost you a life.

Once you spend some time scrambling

1 What's up, G?

After you climb up the left side of the "table," head to the right to collect the letter G. Then go looking for the letter D. You can't get it from without using the Frog Spac. Now go back to the left and proceed to the exit.

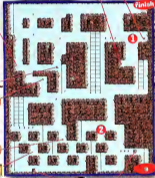
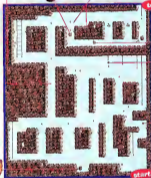


If you fall from a great height and fall off the screen before you hit a platform, you'll lose a life.

Most players miss the DK Coin because they're afraid of jumping into a bottomless pit, but the bananas at the top indicate that the pit is safe. Follow the bananas down to the invincibility dart and then to the right.

2 Kamek's Ball - Bonus Area

From the Star Barrel, go to the left, up and to the right to find the carry-on box. Now go down and to the left. Land the Kamek to blast off into the Bonus Area.

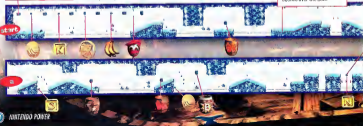


From the start, go to the left and jump up to an invisible hook, and then into the Blast Barrel.

Clapper's Cavern

A pit on Clapper's back will turn the frigid water into ice and make it safe to cross. Doon, with her Hot Copper Spac, is the best life chomp to use here.

Even if you get off it, the ice will be melting when you get here. Use the Pirater to bounce over the Buzz.



Chain Link Chamber

Climb to the left end of the steps as much as possible, except when there is a specific item you need to the right. Jump down onto Kluge's to slide down. Sliding down a chain at one will only result in your defeat.

1 **EG H99K DE EG K99K**

Approach Kluge slowly and wait until he finishes bemoaning his handling back towards him. Clamber up past him quickly and then give him a hard stamp on the head to show him who's really the boss around here!



Go up the left-hand ladder (you may find fewer enemies along the path) and jump into the alcove to find the letter G. The bananas will tell you which side of the ladder is safe to climb. Watch for more Kurlings on the platform above.

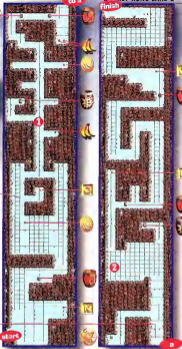
2 **LOOK TO THE LEFT, LOOK TO THE RIGHT**

Whenever you're in an area of chains linked in a "checkerboard" pattern, proceed along the bottom to the left and then go up. You'll almost always encounter fewer enemies that way.

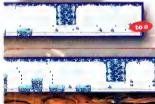
Grab on to the chain and rub your nose down until you see the Buzz below. Drop down (avoiding the Buzz) to find a banana/canal.

Don't be afraid to go after the letter N. Use the Helicopter Spin to control your descent and grab the hidden heels below.

The letter G is hidden almost in plain sight. Jump over the end target and jump up and to the right to find an invisible heel. Keep going up to find the letter G.



a



THE FLYING KROCK

K. Roof has flown the coop in his fabulous Flying Krock, but you're right behind him! It's time to put a big smack down on his scaly hide!

SCREECH'S SPRINT

Build up as many extra lives as you can before you take on this tangle of brambles and Buzzes. Study the map carefully before you begin. Even if you scout out the quickest route, you may need to make a practice run or two.

1. Goodbye, Screech!

Your Flipping!

You'll cover the first part of this stage as your carmel, of course! Once you reach the Star Service, however, you'll change into Screech. You must beat Screech, K. Roof's pet parrot, to the end of the stage. If he wins the race, you'll lose a life.



This part of the maze is thick with Buzzes. Drop down as quickly as you can, but keep Flipping to give yourself some maneuvering power.

Instead of going up and over, take the lower path to the fir job line. It's a tight squeeze, but it could easily give you the checkered flag.

K. ROOF, BUT!

K. Roof will fire some eggs at you from his Flying Krock. He also will break open the barrels to get your own Kamekoids. When he tries to suck you into his gun, throw the cannonball at it. It'll eat this six-dome to eat itself.

YOUR POWER GUIDE TO THE LATEST RELEASES

June 1997

NEW! PLAYING

Game Boy

Super NES

CLAY FIGHTER 63 1/2
Interplay's Fighting Game

Gameplay	4.5
Graphics	4.0
Sound	4.0
Value	4.0
Fun	4.0

• For 2 players simultaneously • 30 levels overall
 • Controller Pak • 4000 characters

Rating: **ES** Everyone

Interplay breaks the mold for N64 fighting games with this clay spectacular.

Clay Fighter 63 1/2 from Interplay could be said to be a breakthrough game in several ways. One convention that gets left in the dust is the idea that characters have to fight in the same, narrow setting all the time. Instead, Clay Fighter arenas contain breakthrough areas where characters smash through doors and walls into new places where they carry on the fight. Think of it as a sort of comical tavern brawl from a Western. Many of the areas you break into are



hidden or require the use of a particularly powerful punch to send a character splintering through the wall. But as fun as this breakthrough feature is, Clay Fighter 63 1/2 goes even further: The characters keep up a patter of insults and jibes during the fight using the voices of some very famous actors, such as Don Corbelli asets from the Simpsons. And as for the fighting itself, the moves are smoothly animated and often hilarious to watch.

In spite of the emphasis on comic animation, though, serious fight fans will find plenty of moves, combos and specials to keep the game interesting. There seems to be almost an endless supply of new Claytalityes and other "skins." Combine all this with excellent graphics and lots of hidden (and surprising) characters, and you've got quite possibly the most entertaining fighting game ever molded. Clay is cool, and you can learn all the throws this month in our exclusive Power review.



- +** Great graphics and arsenal of humor. Lots of fighting arenas. Lots of special moves and hidden characters.
- Breakthroughs are difficult to find and activate.

HEXEN

for PlayStation 4/PC/Mega Drive



The Hexen is on you.

The popular PC game from id Software (the creators of Doom) has found its way onto the N64, thanks to GT Interactive. Hexen's development team at Software Creations recreated the evil domain where undead nonbelievers wander the dungeons and prey on the only remaining human—you. After choosing your profession of Warrio,



Mage or Cleric, you'll enter a first-person, 3-D world in which you fly from the Serpent Riders. Although Hexen is very much an action game, it has a definite fantasy feel, too. Players search for magical artifacts and cast deadly spells during



their quests. As a four-player game, Hexen can be a cooperative adventure or a spine-chilling hunt for the other players. Since there is no network link, as there was with the original game,

Software Creations included a four-window, split-screen mode to accommodate multi-player action. The graphics aren't really up to the standard that you might expect from the N64, but the game play can be deep and involving. In fact, there are more puzzles and mysteries in Hexen than in either Doom 64 or Turric.

+ Multiplayer D & D action

- Sub-par graphics

Hot Pick

WAR GODS

for PlayStation 4/PC/Mega Drive



These gods must be crazy.

Do gods bleed? They do in War Gods, from Midway, the latest tournament fighter arcade port for the N64. War Gods features full 3-D rotation so you can circle opponents and, with luck, avoid distance attacks. Other than the 3-D motion, however, War Gods offers a pretty traditional (and tame) Mortal Kombat-inspired experience. Moves are easy to activate, especially the fatalities. You can become a master in minutes. This is great for two-player matches, but the ease of play makes the tournament mode overly simple, particularly if you discover certain moves for which your opponents have no defense.



Euromcom, the developer of War Gods, performed a few miracles on the graphics, combining realistic, digitized textures with polygon characters with impressive results. Animation, while a bit choppy, looks very much like the sprite animation in Mortal Kombat. Most of the characters in War Gods are based on some mythic tradition, such as Valky, a Norse amazon, or Anubis, a dog-headed Egyptian deity. Cy-5, a cyborg with a spaceship, hails from a technologically advanced future. Most of the fighters and their moves are fun, and the simple fatalities are a mix of cominess and gore, earning Gods a Mature rating from the ESRB. Power covers the moves and more this month.



+ Fun two-player action, especially for MK fans. Easy moves, 3-D fighting.

- No option to turn the timer off. Poor balance of power between characters. Some choppy animation.

Hot Pick

MEGA MAN X

Developed and Published by Capcom



Genre	Action
Platform	SNES
Year	1993
Developer	Capcom
ESRB Rating	ES

1 Player
1 Password

1 Genre
Originally released in 1994

ESRB Rating
ES

Classic Mega Man action returns to the Super NES.

The first Super NES Mega Man game, and the 11th game in the Mega Man series, will return to store shelves this month thanks to a company called Majesco. Don't expect any modifications from the original Mega Man X. This is the same game through and through. But for players who never experienced the thrill of this game, Mega Man X remains as fresh as the day it first appeared three years ago. Dr. Light may be gone, but he left behind him a new Mega Man, known as model X. In the story, X is out to stop a bunch of exploded robots who went bad. The worst of these are the eight stage bosses and Sigma, the final boss. The improved X model of Mega Man features some moves never seen in the NES Mega Man games, like the wall grip and quick change weapons. The game's layout of eight stages and bosses, and a final, ninth boss remains par for the course of Mega Man games. As always,



the action is challenging and varied. You win special weapons from defeated bosses that can be used later on other bosses.

+ Excellent play control and challenge. Good graphics and variety of play.

- The final area is too short! Some players are in for the control of the NES MegaMan games.

Hot Picks SNES 1993 ES

ALADDIN

Developed and Published by Capcom



Genre	Action
Platform	SNES
Year	1993
Developer	Capcom
ESRB Rating	ES

1 Player
1 Password

1 Genre
Originally released in 1993

ESRB Rating
ES

Magic in Arabia becomes Super NES magic at home.

Although this game shouldn't be confused with the Genesis version of Aladdin from Virgin Games, Aladdin from Capcom features excellent graphics in its own right and even better play control than its better known 16-bit rival. The side-scrolling, platform action in Aladdin takes place in such familiar haunts as the marketplace, in the Cave of Wonders, inside the genie's lamp, in the pyramid and at Jafar's Palace. Fans of the smash hit Disney film will recognize the locations and characters in the game, but don't expect much in the way of familiar music or voices.



Aladdin's quests require him to scamper through dangerous obstacle courses and defeat three bosses: the Market swordman, Jafar, and the giant snake. In the bonus area, Aladdin and Jasmine ride their magical rug and

collect an emperor's sash of gems. Most of the areas are simple enough for younger or novice gamers to complete, and the password feature allows you to start where you last ended the action. The game is a showcase of fine graphics and well-balanced, side-scrolling action. Disney fans of all ages who haven't played this game owe it to themselves to revisit the past. Power revisits the game this month in a walk-through review.



+ Great graphics and play control

- If you're looking for a challenge, keep looking.

Hot Picks SNES 1993 ES

Super NES PITFALL: The Mayan Adventure

Artists: Developed by Nintendo & Nintendo



1 Player
8 Stages

Originally released in 1994

Rating
E-R

Pitfall Harry relives his greatest challenge in this Super NES adventure.



There's a certain Indiana Jones quality about Pitfall Harry as he appears in this rereleased action game from 1994. Maybe it's the whip, or the jungle setting with ancient Mayan temples, or the constant action, but whatever it is, this Super NES game has a real sense of derring-do. The eleven stages include a wide range of jungle haunts, from giant trees draped with vines to lost gold mines filled with bats. Your side-scrolling journey also leads through jungle cities and up thundering waterfalls. Harry stops at nothing to find his kidnapped dad, whether it's riding a trolley or hopping across a swamp via gear backs. To discourage the jaguars and other fierce critters he meets, Harry uses his whip and other weapons that he picks up along the way, such as boomerangs, slingshots

and exploding stones. With special bonus puzzle rooms, reminiscent of memory games like Simon, and a hidden version of the original Pitfall game, The Mayan Adventure covers a lot of ground for an MSRP of just \$19.99. As for the challenge, some of the stages are guaranteed to provide difficulties, but the challenge is just as often because of poor play control as it is to well-designed puzzles and intelligent enemies. In fact, because there are only four bosses in the entire game, you might be misled into thinking that it was a walk in the park rather than a desperate dash through the jungle. Don't believe it. Living up to its name, Pitfall's greatest challenges come in the form of disguised traps and deadly obstacles. Play control quirks aside, Pitfall provides a classy platform experience for gamers. If you missed this adventure when it first appeared, you'll want to check it out this time.



Excellent graphics. Good variety of stages.



Poor hit detection in some areas

Pros' Picks

Pros' Picks

If you like the same types of games as our pro players, then check for his or her seal of approval.

SP Scott—Sports, Simulations, Adventures

HS Henry—Fighting, Action, Sports

DD Dan—Action, Adventure, Puzzles

TR Terry—RPGs, Simulations, Puzzles

FS Paul—Fighting, Sports, Simulations

LS Leslie—RPGs, Simulations, Adventures

Graphics & Sound

Play Control

Challenge

Theme & Fun

Power Meter

The Power Meter ratings are derived from pro evaluations using a five-point scale, with five being the highest score possible for a category.

ESRB Ratings—These Entertainment Software Ratings Board icons reflect appropriate ages for players. To contact the ESRB regarding the rating system, call 1-800-771-3772.



Games that were released prior to the commencement of the ratings system are designated NR.

PAK WATCH

THE INSIDE SOURCE ON FUTURE GAMES

This month in Pak Watch, we've spanned the globe from Europe to Japan to bring you the wide world of N64 game development. Our first looks include games such as *Extreme G*, *NFL Quarterback Club '98* and *Lamborghini 64*. For N64 news, this is your ticket.



EXTREME G

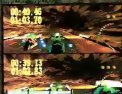
If you think that the extreme sports of today are cool, wait until you get your hands on Acclaim's *Extreme G* for the N64. Combining racing with combat, the first N64 title from Acclaim's in-house development team at Probe Entertainment in the U.K. looks extremely cool. The racing machines take the form of futuristic motorcycles that blast through post-industrial urban areas in decay—



sort of a *Blade Runner* on two wheels. Probe's use of fog and lighting effects make for dramatic graphics, but much of the thrill of the game comes from the ups and downs you take at high

speed. As we learned on our first test drive, the twisting, turning side of *Extreme G* is like being on a roller coaster. In fact, at one point Acclaim was thinking of naming the game after the Cyclone roller coaster on Coney Island. If the ride isn't enough to raise your blood pressure, then shooting at the other racers in

Extreme G might do the trick. And since *Extreme G* will be a two-player game, you'll be able to blast your best friend in the split-screen mode. Acclaim should release *Extreme G* this fall, probably in October.



ZELDA 64

Bringing the magic link between the original NES *Zelda* and the 64-bit graphical world will take you quickly away. Is it just us or are there some things getting more amazing every year? That bit, at least, is one of the 7th which show Link practicing his archery skills and exploring two new environments: a forest and a multi-level dungeon. The amount of detail in the graphics seems to be more pronounced than ever before. You can see surface reflections, multiple light sources within a scene and animated shadows. If you look closely at the archery screen shots, you'll see that the two tool/weapon icons merge, suggesting that shooting bow and arrow is a two-handed operation. We've also noticed more familiar foes from the original NES *Zelda* games, enemies such as the bomb-eating Dodongo, Wall Master with grasping hands, Iron Knuckle the knight and rock-spitting Octonoid. With the special light source (1) which Mr. Miyamoto is quite proud of as a feature, you



might, the game is designed to be like the promised best. Could it be time to get

for the Super Mario 64? We think so. Mr. Miyamoto has announced that the game will first appear in a 170 Megabit Game Pak form instead of on the 64DD. Later a 64DD *Zelda* game would be released that would expand your Game Pak adventure even further. We expect *Zelda* to appear in Japan by the end of the year and in North America early in 1998.



NFL QUARTERBACK CLUB '98

Forthill fans, shift hunting in the west wind! The line that separates good from great video development is becoming ever thinner and the line game just got crossed at Pk Watch. The game wasn't playable yet, but you could almost hear it shouting there is a self-running demo.



The second part of this trip, we're playing with the camera, zooming in, lowering the field of vision, and watching the game. The camera is going right to the heart of the quarterback, this is entertainment—the video game type that created the lifestyle. The creator of the NFL Quarterback Club—has picked QB Club with highly detailed, 400-plus polygon player models. Achilles is holding licenses for the NFL, NFLPA, NFL Quarterback Club and Brett Favre of the world champion Green Bay Packers. Brett has given his input to the development team by criticizing plays and adding several plays of his own. Keep checking WWW.NINTENDO.COM for updated shots and don't miss next month's Pk Watch. So when will NFL QB Club '98 ship? In the fall, when else!



MISSION: IMPOSSIBLE

3 As you've learned, we're in a world of video game development. Mission: Impossible for the Nintendo Game Boy Advance. The quality of the game is impressive to say the least. It's a combination of many, multiple high sources, and a combination of many, multiple high sources. In the mission, several intelligence, as the character that inhabit the world, that may change in a very short time, as the game is being developed. It's a trip to show us the real, playable game. It's just a few weeks. With any luck, we'll have a report on that in next month's Pk Watch. Until then, check out here. Here's that's episode. He is shown here dodging bullets on a

ship, dodging nuclear detonations and sneaking into a high-security zone. Each mission involves several dangerous tasks that require finesse (played by you) to use cool gadgets, use disguises and employ other subtle types of subterfuge in the heat of action of cold war spies. As you may have noticed, these scenes didn't appear in the movie. Ocean used elements from the film sparingly so that players would be faced with new situations. By the way, this article will self-destruct in five seconds.



TIMON & PUMBAA'S JUNGLE GAMES

Straight from Disney's *The Lion King* comes a new, multi-game Game Pak for THQ for the Super NES. Developed for a younger crowd, about five to eight years old, *Timon & Pumbaa's Jungle Games* features four arcade-style games starring the lovable Disney characters. In *Buaper*, Pumbaa the warthog must hit a certain number of falling objects with his ballistic belches or sent them on the ground with his tail while a time limit ticks down. In *Hippo Hop*, Timon the meerkat hops between floating objects on a river to collect prize points while avoiding the rushing current. It's a lot like *Frogger*. Perhaps the best game is the *Sling Shot Gallery*. This shooting gallery has you plinking away at animals that pop up in a jungle scene. You have to distinguish the good animals from the bad and avoid hitting the good guys. Finally, you can play an interactive petting game, or will be able to play one once the game is finished. We couldn't test out the petball in the early version we received. THQ hopes to have this virtual jungle gym up and running by this summer.



HERCULES

Disney's *Hercules* may be the big, animated event in theaters this summer, but the Game Boy version of *Hercules* may get more play time on the smaller screen. The legendary Greek hero sets out to prove himself worthy of the gods in this action game from THQ and developer TierTex, which has developed several Game Boy titles over the past couple of years. The pre-alpha version received at Pk Watch gave us a run for our money.



Right out of the starting blocks, Hercules was dodging flames, leaping between vines and hacking giant insects to pieces with his sword.



All very heroic. In the eight stages that follow, the hero battles Gargoyles, the snake-like Hydra, the heinous Medusa and a Centaur. Look for *Hercules* to be in the stores near the end of June when the Disney film debuts.



NEWS Source Extra

PUBLISHER - THQ
 DEVELOPER - TierTex Design Studio
 SAVE FEATURE - Passwords
 STAGES - 8 levels
 MEMORY - 4 megabits

MIYAMOTO AT WORK



N64 development at Nintendo Co. Ltd. in Kyoto and elsewhere in Japan continues at an ever-increasing pace, but the premier projects are those headed by Shigeru Miyamoto of Nintendo's EAD. For the past year, Mr.

Miyamoto has directed, produced or consulted on more than a dozen titles, and he continues to spread his talents over numerous projects. Currently, he is concentrating on *Zelda 64*, Yoshi's Island 64, *F-Zero 64*, *Super Mario RPG 2* and a Japanese title, *Jungle Emperor Leo*. He also admits to working on a top secret title, *F-Zero 64*, originally rumored to be slated for a release date this fall, may not appear until 1998. *Zelda 64* may be released first in Japan around the holidays and in North America is the first quarter of 1998. Other projects under Miyamoto's care include *Mario Fists 64* for the 64DD, *Sims City 64* for the 64DD, *Pocket Monster 64*, *Mother 3* (or *Earthbound 64*), a sequel to *Super Mario 64*, and a game currently being called *Cabbage*, which has similarities to Bandai's *Tamagotchi* in that you raise or breed little video creatures. The *Sims City 64* project is a collaboration with Matsui and is taking a unique, modular form. According to Mr. Miyamoto, the game will have separate modules that allow you to do different things in your city. For instance, you might add a module similar to *Maxis' Sim City* so you can fly through the city you created in *Sims City 64*. Only with the write-capable 64DD can such a modular approach to games work.

MORE N64 NEWS

Nintendo's fall lineup includes a major game from Rare code named *Dreams*. The British developer won't reveal details at this time about the game, but Nintendo will preview the title at E3 later this month. Konami confirmed that the arcade-style basketball game, *NBA in the Zone '98*, will appear for the N64, with luck by the end of '97. This title should be at E3 for Konami along with *Deusala 3D* (probably an early '98 release) and *International Superstar Soccer 64*. Konami also hinted at the existence of a fourth, super-secret title that might be revealed at the big show in Atlanta. Some rumor mills have suggested that *Contra 64* is on the way, but even though that is quite possible, the top secret project is likely to be a licensed title. We'll have more on this mystery as it unfolds. *Chaos 64* from Titus is a newly announced game that will make use of the 3-D capabilities of the N64 by creating an animated chess board, something like *Battle Chess*. Titus's *Superman and Quest for Camelot* are still expected to be 1998 releases. In a press release from Video Systems in Japan and Paradigm Entertainment, it is stated that Paradigm will work on these titles for the N64.

Currently, *Aero Fighters Assault* is the only confirmed title. And what about *Capcom*? We know that developers in Japan are working with the N64 development system, but no game has been announced as of yet. It seems as if *Ghosts and Goblins* was in development, but that *Capcom* has decided against it being their first N64 game. Other candidates for the first N64 title from Capcom include *Street Fighter 3* and a version of *Resident Evil*. Paradigm is also working with Nintendo on the creation of *FlurWings 2*.

LAMBORGHINI 64

Titus sent Pak Watch a flashy shot of its upcoming racer, *Lamborghini 64*. Although this image was taken directly from the SG2 environment, Titus says that the game looks almost identical on the N64. Only the textured cliffs will lose some detail. As for the game itself, *Lamborghini 64* features dream sports cars including the *Lamborghini Diablo SE*, *Ferrari F30* and *Porsche 959*. All are very hot. You'll race



in four modes of play on four courses. In Arcade mode, players will have a time limit in which they must reach check points, and the number of overall laps will be limited. The

Tournament mode allows racers to set the number of laps and car damage options as they try to place high in the field. The Championship mode is the same as the Tournament mode, but drivers who place high enough move on to other courses. (At this time, it isn't certain whether if the four courses will be supplemented with extra courses or mirror images of the courses.) Time Trial mode lets racers set records, which will be stored using the Controller Pak. Besides the realistic, 3-D graphic environment, Titus is also including realistic fly control features including the use of fully manual transmissions in which the Z Button becomes the clutch. This latest entry in the N64 speed megapakes should be ready for your test drive this fall.

GAMETEK TV

Gametek may be having difficulties getting its first N64 title, *Robotek*, out the door, but that isn't stopping the Bay Area software developer from pushing ahead with two more projects. The long-time Super NES publisher will return to its broad-and-better game show line with N64 titles based on the popular TV games, *Jeopardy!* and *Wheel of Fortune*. Both games will feature voice samples from the stars, Alex Trebek and Vanna White, who will move around in virtual 3-D studios that match the TV show sets. Other than that, don't expect vast differences from earlier game show titles. You'll still have to spill out questions or answers using the controller and you still won't be able to take home your winnings. One final note on Gametek is that it is no longer in the business of actually publishing games. As of May, they are concentrating entirely on development and will sell their products to other publishers.

INSIDER UPDATE

N64 DEVELOPERS CONFERENCE

Game developers from around the world gathered in Seattle, Washington, in the first week of April to hear about the latest developments for the N64 and to swap technical tidbits. The highlight of the two-day conference was a technical discussion of the 64DD disk drive. Developers will receive specs in about four months, but they learned from Nintendo's engineering staff that the future read/write drive won't present any programming difficulties for games currently in development. In order to use the 64DD, only a few lines of code are required to instruct the N64 on where to find the data. Developers also learned that they will be able to make use of various configurations with disk-based games, such as the use of disks in combination with Game Paks. Major tool developers for the N64, such as Silicon Graphics, Alias/Wavefront, Paradigm, Multi-Gen and Nichimen also attended the conference and gave demonstrations of their products. New tool developers SoftImage and Kinetics also presented their powerful software tools to the 180 developers present. Other topics included discussion of the new Bandai Pak and graphics optimization. The big news for small developers was the introduction of the Partner64 Development system which uses PCs rather than Indy IIs from SGI for creating N64 games. The lower cost of the PC development system should make it more affordable for companies to develop games for the N64, and that should spur more development and innovation.

SUPER BOMBERMAN 64

Yeah, baby. Bomberman 64 from Hudson Soft reprises one of the ultimate multi-player games in history for the ultimate video game system in history. Pak Witch was granted an exclusive look at the game in its early form. The one-player mode turns out to be more like Super Mario 64 than previous puzzle-oriented Bomberman for the Super NES, although you still use bombs to do your dirty work and open up areas. The longer you hold the bomb, the bigger it grows. In the multi-player mode, instead of looking down on the board from above, the 3-D perspective is from an overhead angle, and the action takes place on multiple floors. Hudson hasn't announced a North American release date, but it should be later this year.



RELEASE FORECAST



DARK AFT
DUKE NUKEM 3-D
EARTHBOUND 64
F-1 POLE POSITION
F-ZERO 64
FREAK N'Y
GOLDENEYE 007
INTERNATIONAL SUPERSTAR SOCCER 64
JED PARGO!
LAMORGHINI 64
MISSION: IMPOSSIBLE
MORTAL KOMBAT MYTHOLOGIES
MULTI RACING CHAMPIONSHIP
ABA IN THE ZONE '98
RFL QUARTERBACK CLUB '98
REBOUTCH, CRYSTAL DREAM
RODENTOR 64
DUANE
SAN FRANCISCO AUSH
SPACE STATION, MLCIOR VALLEY
SPACE CIRCUS
STAR FOX 64
TOP GEAR RALLY
WHEEL OF FORTUNE
WORLD CHAMPIONSHIP WRESTLING
URREAL
YOSH'S ISLAND R-4
ZELDA 64

SUMMER '97
FALL '97
SPRING '98
SUMMER '97
WINTER '98
FALL '97
SUMMER '97
SUMMER '97
WINTER '98
FALL '97
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